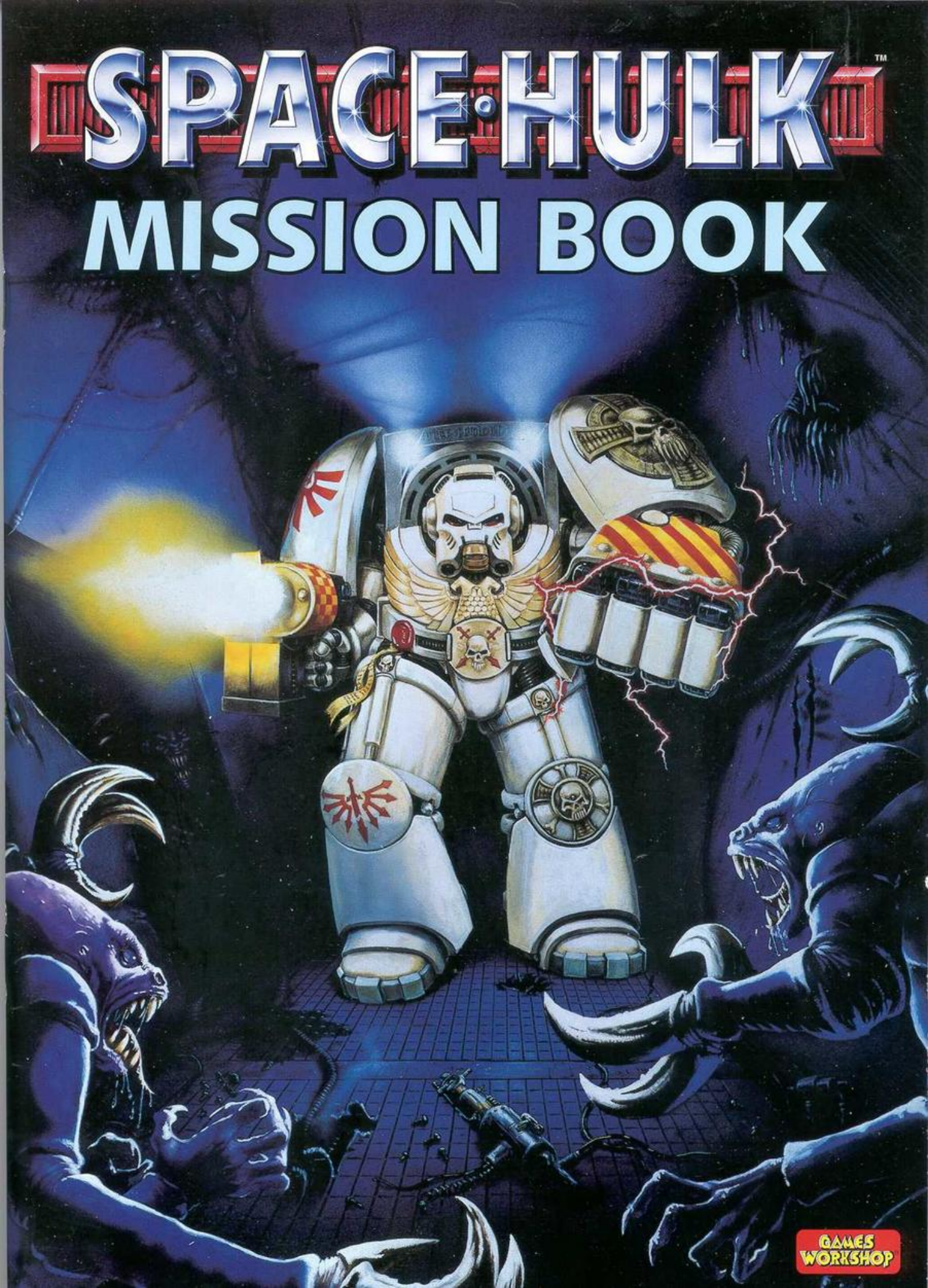
SPACE HULK™

MISSION BOOK



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DARK ANGELS TERMINATORS

Space Marine Terminators from the 1st company of the Darks Angels Chapter are known as the Deathwing, and are characterised by their distinctive bone coloured armour.

SPACE WOLVES TERMINATORS

Space Wolves Terminators, or Wolf Guard, are renowned for their ferocity in battle, each having earned his place by sorne exceptional feat of arms.

ULTRAMARINES TERMINATORS

The Ultramarines Chapter is the most orthodox of all the Space Marine Chapters. The organisation and markings of all Space Marine Chapters are derived from the Ultramarines Chapter.

SPACE HULK™

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BY DEAN BASS & CHRIS COLSTON

ORIGINAL MISSIONS BY RICHARD HALLIWELL & PAUL MURPHY

BOOK COVER: DAVID GALLAGHER

RULEBOOK ART: JOHN BLANCHE, WAYNE ENGLAND & DAVID GALLAGHER

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BACKGROUND

Throughout the galaxy, the Imperium wages war against the many deadly enemies of humanity. However, none of these enemies are as feared as the dreaded Genestealers. These horrifying, six-limbed monstrosities travel across the galaxy in derelict space hulks in search of new planets to conquer. Only the mighty Space Marines stand between the Genestealers and the destruction of mankind. Armed with an array of powerful weapons and their massive Terminator armour, small squads of Space Marines board space hulks to confront the Genestealers head on.

THE SPACE MARINES

In the dark universe of the 41st millennium vast and terrible forces threaten the very existence of Humanity and alien races ravage entire solar systems. Shielded only by the potent psychic power of the immortal Emperor, the Imperium of Man is besieged by its enemies. Ranged against these inimical forces are the armies of the Imperial Guard, the giant war-machines of the Titan Legions, and most potently of all, the mighty Space Marines of the Legiones Astartes.

The Space Marine is a towering warrior, the product of intensive training and specialised bio-genetic engineering. This transforms mortal men already selected from the deadliest warrior races in the known universe into superhuman killing machines armed and equipped with the best weapons humanity can devise.

Every Space Marine is born an ordinary human. The conversion into a super-warrior is achieved by the careful implanting of genetically cultured organs, created originally from the gene-seed of the Chapter's originators, the super-human Primarchs. Once implanted these organs grow and modify the recipient's genetic structure. Selected hormones are boosted to aid growth, expand muscle tissue and strengthen bone structure, while other genetically tailored substances are released into the Space Marine's bloodstream which cause further changes throughout his body. This process takes many years and can only occur while the Space Marine is still growing, which means that all Space Marines are recruited at an early age and start training before they reach adulthood.

SPACE MARINE CHAPTERS

The Space Marines are organised into Chapters. Each Chapter is a self-sufficient army, equipped with spacecraft and supplies, and capable of responding at a moment's notice to any threat to the security of the Imperium. Many of these Chapters have histories pre-dating the Imperium itself, dating back to the time more than ten thousand years ago when the Emperor still walked among men.

Most, but by no means all, of the Chapters number about 1,000 men, organised into 10 companies of one hundred men each. Some Chapters are considerably larger or smaller than this however, and Chapters are often increased beyond their standard strength if they are involved in a protracted or highly intensive war. Most Chapters have an elite 1st Company which is made up of battle-hardened veterans who fight in Terminator armour.

TERMINATOR ARMOUR

Terminator armour is without doubt the toughest personal armour in the entire galaxy and the Space Marines undergo further special training to use it successfully. Inside its hard ceramite and heavy-gauge plasteel exterior hides a full exo-skeleton of fibre bundles and adamantium rods that respond to the subtlest movement of the Space Marines, allowing them to move around freely in the confined corridors of a space hulk. All the suits contain their own independent power supply and enclosed life support systems as well as a special motion-scanner that indicates the positions of any life forms and follows their movements.

These specially designed suits are often old and battle scarred, having been passed down through many years of constant war. The art of making these suits is almost lost, so the existing suits

Blood Angels Space Marine warriors in battle against the Orks.

are carefully maintained and revered as treasured artefacts. There are also a number of special weapons designed to be used in conjunction with Terminator armour, which are described below.

Storm Bolters: Storm Bolters fire two large explosive 'bolts' at the target. These bolts contain armour piercing tips, explosives and mass reactive detonators. They are shot from the Storm Bolter under low velocity, their own propellant igniting once they're clear of the barrel. Storm Bolters are extremely heavy, but they are light work in the servo-assisted hands of the Space Marines.

Heavy Flamer: The Heavy Flamer shoots a devastating blast of flame at the target and sets it alight. They throw out a highly volatile liquid chemical that bursts into flames as soon as it comes into contact with the air.

Power Sword: The Power Sword is favoured by Space Marine Sergeants because of its devastating power in close combat. The sword's blade is surrounded with a hazy blue energy field that disrupts any solid matter it touches. As the Sergeant strikes a blow, the whole weapon crackles with energy that envelops the target and tears it apart.

Power Fist: The Power Fist or Power Glove is the standard close combat weapon of Space Marine Terminator squads. This awesome weapon is surrounded by a powerful energy field that allows it to grip and tear solid objects and punch through walls and doors.

GENESTEALERS

Genestealers are ferocious killers whose instincts are to destroy and move on, penetrating ever deeper into the heart of the galaxy. The Genestealers' only weapons are its razor sharp teeth and claws that have the strength to rip apart even the Space Marines' super-strong Terminator armour. They move around the space hulk like lightning, swamping the enemy before they know what's hit them.

The Imperium first encountered Genestealers on the moons of Ymgarl long before they were alerted to the approach of the hive fleets. At the time it was assumed that the Ymgarl Genestealers were an indigenous life form so no active xenocide campaign was undertaken against these deadly creatures. Genestealers were discovered in a number of out of the way locations over the following centuries, including aboard an increasing number of drifting space hulks.

Genestealers are just one of the numerous bio-engineered troop types fielded by the monstrous Tyranids. The Tyranids are a terrifying and utterly alien race whose only purpose appears to be to destroy any living creatures that cross their path. No firm connection was made between the

Genestealers and the Tyranids until they were reported amongst the forces of hive fleet Behemoth at the Battle of Macragge. There the Genestealers attacked in unstoppable waves, time and again overwhelming the defenders with their sheer speed and ferocity. Now an extended investigation by the Inquisition has made it clear that the Genestealers are the Tyranids' vanguard, shock troops and guerilla fighters sent ahead of the Tyranid hive fleets to scout out and infiltrate the enemy.

Genestealers possess the six-limbed body form of all Tyranid creatures with powerful ripping claws and taloned hands. They are incredibly fast and dangerous opponents in hand-to-hand combat but never use ranged weaponry or other devices, despite their obvious intelligence. Genestealers can operate independently of the hive mind, having a gestalt brood intelligence of their own.

Genestealers appear to be an important part of the fighting forces of the hive fleets, where their speed and power make them devastating shock troops. More insiduously they are implanted aboard drifting space hulks encountered by the hive fleet in the warp. By this means they are allowed to spread ahead of the Tyranid hive fleet, prepare the way for planetary invasion and discover the richest sources of genetic material. It seems unlikely that such monsters could conceal themselves from humans for long, but by lurking aboard space hulks the Genestealers are able to ensnare and infect explorers that come aboard by implanting them with their genetic material.

Once infected a victim can be controlled by the psychic brood intelligence of the Genestealers, and becomes completely dedicated to their cause. The implanted germ cell grows inside its host until it is ready to emerge. The Genestealers' genetic attributes are passed on in part to the offspring, creating monstrous 'stealer hybrids whose own spawn will either be purestrain Genestealers or more human-seeming hybrids. As the hybrid brood grows in strength it generates a psychic signal that the hive fleets can follow, drawing the Tyranids on to rich feeding grounds.

The Space Marines must confront the Genestealers aboard the space hulks before they infiltrate more planets. If so much as one Genestealer should reach an inhabited planet, the consequences can be catastrophic and lead to countless billions of deaths. With such high stakes the Space Marines know that each mission they undertake must be completed successfully, even if this should cost them their own lives.

SPACE HULKS

To traverse the great distances between star systems, space ships must travel through warp space, an alternate dimension of pure energy that co-exists with real space. Travel through the warp is extremely dangerous, and human space craft are only able to find their way through its strange landscapes by orientating themselves on the guiding light of the astronomican, a psychic beacon broadcast from Earth.

Warp space does not obey the physics of the material world – the laws of space and time have no meaning there. It is a realm of pure energy, with its own eddies and currents. Sometimes storms sweep through the warp, making travel between certain locations difficult or even impossible. A persistent warp storm can completely block access to a planetary system, effectively isolating it for decades.

Human space craft are guided through the warp by Navigators, psychic mutants who can manipulate the warp, and guide a ship into it and safely out again.

Travel through the warp is never certain, and there is no guarantee that a space ship will emerge in real space when and where it intended. A space ship might drop back into real space miles or light years off course, or discover that time has passed strangely during its absence from the real world. Instead of weeks or months, years may have passed. Indeed, it is not unknown for a ship to drop back into real space before even setting out on its journey!

Many vessels disappear into the warp never to return. Sometimes they founder and are ripped apart by the tremendous force of warp storms. Sometimes they cannot find their way out, and journey forever through the warp, eternal prisoners of the void, lost in space and time.

Some vessels become locked in a strange

current of the warp, emerging from time to time in real space, but always being sucked helplessly back into the warp again. These ghost ships have no control over their heading and are doomed to travel the warp for eternity, prisoners of the immaterium.

The warp has its own demented laws of physics, and it is not uncommon for several of these 'ghost ships' to drop out of the warp at the same, floating near each other for a few hours or days before being sucked back to their cold home. Sometimes different versions of the very same ship may appear: one vessel might be a working craft, complete with living crew, while another might be an abandoned lifeless wreck.

During their brief time in real space, the crew may be able to position their ship next to another to board it and scavenge supplies and equipment. Occasionally the ships collide with each other, and become linked together in a mass of twisted metal. Clusters of ships seem to acquire their own localised mass, and continue to attract other ships and pieces of random space debris. Thus are born the space hulks - massive clumps of wrecked space craft, floating through space and time.

No-one knows how many space hulks there are. Millions of human vessels have been lost in the warp: countless billions more must have been lost by other races over the millennia. Most are empty piles of junk – space flotsam – some, however, contain treasures of bygone ages, the lost science of the fantastic Dark Age of Technology, or of other races, as yet unknown to man. Adventurers and treasure seekers actively seek out these space hulks, boarding and exploring them, risking their lives and souls hunting for riches beyond the dreams of avarice.

Some creatures, such as Orks and Chaos Space Marines, lack the organisation or technology to create warp-capable spacecraft, and often use abandoned space hulks as pirate vessels. Using small, inter-planetary craft, they board the hulks when they drift in-system, then ride wherever the winds of warp space blow them.

Space Marine warriors from the Ultramarines Chapter.

The unpredictable nature of such attacks makes them doubly dangerous. Planetary defence forces are often caught completely by surprise when a space hulk suddenly appears in the sky and disgorges its lethal cargo of Chaos marauders or bloodthirsty Orks. Chaos Space Marines sometimes use space hulks as space-going bases, sending out swarms of smaller craft on missions of raid and destruction.

Space hulks are often infested by Genestealers. These alien creatures are ill-equipped to build and man their own vessels, so for them space hulks are the perfect means of moving across the galaxy in their search for new human planets to infiltrate.

Genestealers are incredibly hardy, long-lived creatures, and are ideally suited to existing in the cold depths of space. They are unaffected by severe cold, can endure long periods without nourishment, and can survive in low atmospheres. They can even live in a vacuum for short periods of time. If conditions become particularly difficult, Genestealers can lower their metabolic rate and enter a state of hibernation that enables them to survive long periods of hardship. Totally without fear, they are willing to chance – if not court – death to further their aims.

SPACE HULK MISSIONS

This book contains eighteen missions for Space Hulk. They can be played on their own in any order, or alternatively, as separate campaigns where the missions are linked. Just set up the board and pieces as instructed in the rulebook using the map and details given in the mission and away you go.

Each set of missions combines to tell a story which details the actions of a force of Blood Angels as they encounter a space hulk that has invaded the galaxy. The campaigns are presented in chronological order.

The first describes one of the earliest actions fought against the Genestealers by the Blood Angels. The second campaign takes place 112 years after the first, and describes a desperate action fought between a small force of Space Marines who have been sent to investigate a drifting hulk only to find it infested with Genestealers. The third campaign takes place a mere 35 years after the second, and covers one of the most successful boarding actions undertaken by the Blood Angels against a Genestealer-infested hulk.

The final campaign, Harbinger of Despair, can be played in two ways: either play through each mission just like the first two campaigns, or record the result of each mission and use the extra rules detailed in the mission backgrounds to adjust the forces if the Space Marines lost the previous mission. In this way, if the Space Marines lose a mission the next mission becomes harder.

HOW THE MISSIONS WORK

Each mission contains the following details.

MAP

The map shows you how to set up the board and where to place the doors and bulkheads (at the start of the game all the doors are closed, and all the bulkheads are open). The map also shows the Space Marines' deployment area, the Genestealer entry areas, and any other pertinent information, such as the location of any special counters.

BACKGROUND

This section contains a brief description of the mission, and tells you whether you need to use any special board sections or counters.

SPACE MARINES INFORMATION BOX

The information in this box tells the Space Marine player which forces he has at his disposal, what the Space Marines have to do to win the game, and any other special rules that might apply.

GENESTEALER INFORMATION BOX

The information in this box tells the Genestealer player how many blips he starts the game with and where to place them, what the Genestealers have to do to win the game, and any other special rules that might apply.

MATCH PLAY

Because most games take an hour and a half or less to complete, Space Hulk is admirably suited for match play. We suggest that each time you try a mission, play it twice, with the players swapping sides after the first game. Keep track of how many turns the game takes and how many casualties occurred for both sides on a piece of paper.

If one player wins both games, he wins an outright victory. If you split the games, which means that either the Stealers or the Space Marines won both games, the player who caused the most casualties, or who succeeded in fulfilling his objectives in the shortest amount of time (depending upon the mission's victory conditions), is the winner.

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CAMPAIGN 1:

SIN OF DAMNATION

The chance sighting of a hulk, apparently inert, and drifting through real space, was the first since a disastrous Blood Angels engagement over six hundred years ago. The hulk was spotted by a Rogue Trader who was exploring the edge of the Segmentum Obscura. Its captain approached the hulk but, fortunately for the Imperium, decided against a boarding action. Instead, he returned to human space, and notified Battlefleet Obscura.

From the Rogue Trader's data, the vessel was conclusively identified as a Genestealer-infested space hulk and code-named 'Sin of Damnation'. Like its predecessor, the vessel was still dormant, relying on its near invisibility to escape detection. Like all hulks, it was a unique combination of technologies. The ship's origins could span galaxies and hundreds of millennia. Intact, it could yield enormous value to the Imperium.

Three Gothic class battlecruisers were despatched to investigate – the Intolerance, the Indestructability and the Righteous Power. As the ships travelled towards the hulk an astropathic request for help was broadcast, which was promptly answered by the Blood Angels. Their First Company was on its way back to Baal, and could easily make a diversion. The Blood Angels arrived a few hours after the Imperial ships, and the commanders immediately held a conference on the flagship, Intolerance. It was decided to attempt a boarding action, and, if this failed, the hulk would be fusion bombed down to a fine powder by the three Imperial battlecruisers.

Mission 1:1

SUICIDE MISSION

As the blunt nose of the Chapter's boarding craft smashed through the steel skin of the space hulk, the *Intolerance* blazed the alien vessel with a great burst of radiation. The flash of data was quickly analysed by the onboard computers to give the Imperial forces their first detailed view of the inner layout of the space hulk. On the dark green view-screens of the bridge the skeletal passages and chambers glowed with a ghostly white light. Commander Bellisario pointed to one of the groups of glowing dots clustered around the outer levels of the hulk.

"These match up with the protuberances on the outside of the hulk," he said. "They appear to be small boarding craft, perhaps escape pods. We cannot risk any planet-side contamination – no Genestealers can be allowed to escape. It is imperative that the pods are destroyed or disabled before we launch our main attack."

Within minutes, the next wave of data from the scanners had fleshed out the three dimensional floorplan of the hulk. Wide spectra analysis revealed a fine red network of active power conduits, and, more ominously, hundreds of blobs of cold blue – cryogenics chambers.

Computer analysis predicted that the escape pods were all linked to a central control room situated well beyond the defensive perimeter, in the centre of several larger, cryogenic clusters. Any squad moving into the area was unlikely to get out alive, but Commander Bellisario ordered a squad to attack immediately. The Space Marines could afford to delay no longer...

BACKGROUND

The Space Marine player is attempting to deliver a flamer hit on the Launch Control Room. The Genestealer player is, of course, attempting to keep the Space Marine player from doing this.

"Let us reforge the honour of the Blood Angels in the fire of battle. Forward men, we have nothing to fear but fear itself!"

Sergeant Lanarte leads his squad into the hulk to destroy the launch control room.

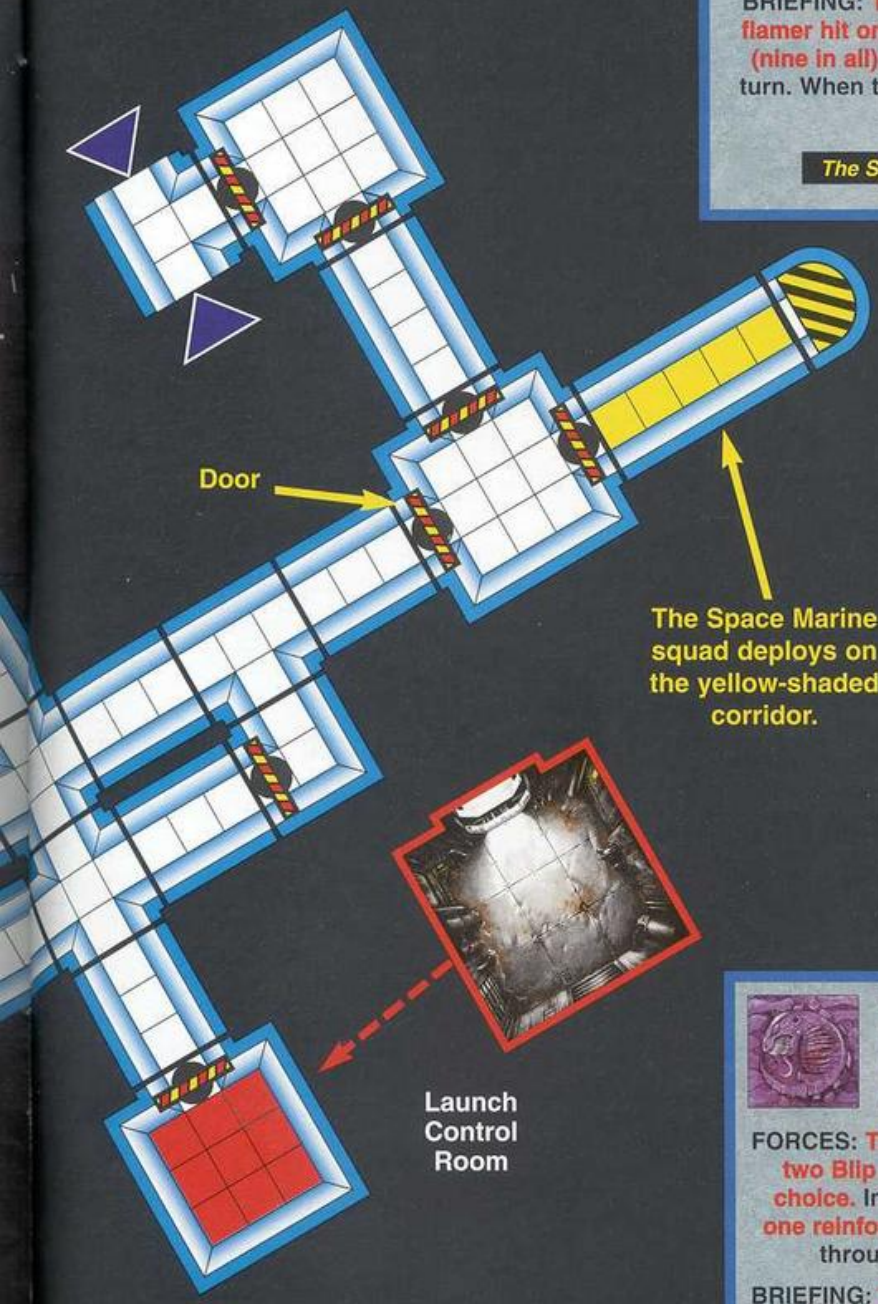
Purple arrows mark the Genestealer entry areas

SPACE MARINES

FORCES: **1 squad of Space Marines** – Squad Lanarte (1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The squad is deployed on the shaded corridor.

BRIEFING: **The Space Marine player wins by scoring a flamer hit on each square in the Launch Control Room (nine in all).** All of the hits must be made in the same turn. When this happens the game ends and the Space Marines win.

The Space Marines move first in this mission.



GENESTEALERS

FORCES: **The Genestealer player begins the game with two Blip counters lurking in the entry areas of his choice.** In addition, the Genestealer player receives **one reinforcement blip per turn** which may enter play through the entry areas shown on the map.

BRIEFING: **The Genestealer player wins the moment he kills the Space Marine with the heavy flamer, or if the the flamer runs out of all its ammunition before the Space Marines achieve their objective..**

Mission 1:2

EXTERMINATE

Commander Bellisario paced across the bridge of the Intolerance to where the Techmarines clustered round the view screen, studying the layout of the space hulk. The Space Marines had succeeded in destroying the launch control room, but at the cost of an entire squad of Terminators. Bellisario hadn't been alive at the time of the Blood Angels' first encounter with a space hulk six hundred years ago, when the First Company had been virtually wiped out, but he felt the burden of their loss reaching out to him across the centuries. Now he hoped to avenge their deaths, and finally lay their souls at peace.

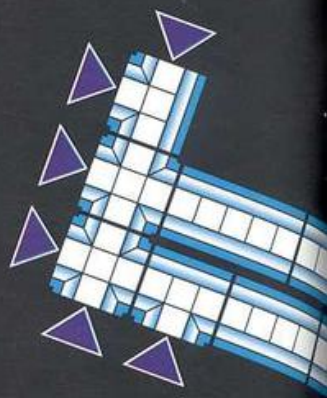
The ship's layout had been analysed, and the likely routes for an alien advance had all been plotted. It was calculated that the first enemy attacks would be delivered from a cryogenic cluster a kilometre away from the landing area. Sealing a key junction along this route should block the route. A squad of Space Marines had been sent to the junction, 300 metres beyond the projected perimeter defences. Here, it was hoped, they could cover the beachhead area by slowing down the rate of enemy reinforcement.

+ + + + +

The advancing Space Marines reached the junction and spread out to check the nearby rooms for unspotted aliens. The sweep was finished with only seconds to spare. By the time the Space Marines reported the area secure, several hundred Genestealers were converging on their position. The Terminators were outnumbered by over sixty to one, and it was obvious that it was only a matter of minutes before they were wiped out.

BACKGROUND

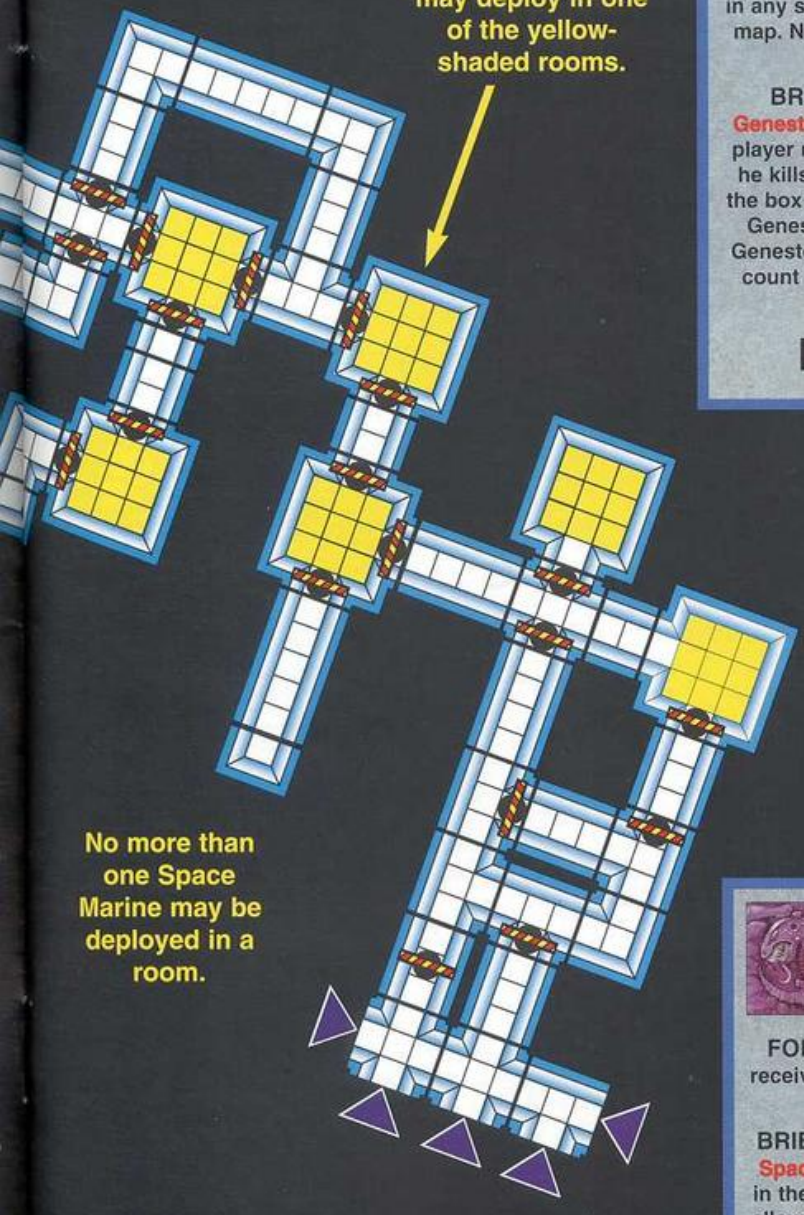
The Space Marine squad is clearly doomed. It is only a matter of time before it is destroyed by the numberless hordes of rampaging Genestealers. The Space Marines have one overriding desire: to take out as many Stealers as they can before they go down. The Genestealers merely wish to destroy the Space Marines with minimal casualties.



Purple arrows mark the Genestealer entry areas

"Remember, men – your faith in the Emperor is your greatest shield."

Sergeant Cyrano's last words to his squad before they separated to secure the bridgehead.



SPACE MARINES

FORCES: **1 squad of Space Marines** – Squad Cyrano (1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters).

The Space Marine squad begins play dispersed. In turn, the Space Marine and Genestealer players place one Space Marine in any space, with any facing, in any of the rooms shown on the map. No two Space Marines may begin play in the same room; the Space Marine player places first.

BRIEFING: **The Space Marine player wins if he kills 30 Genestealers before his squad is destroyed.** The Space Marine player needs a pen and paper to record the number of Stealers he kills. The easiest way to do this is to place all casualties in the box tray as they occur, total up the number at the end of the Genestealer player's turn, and then return the models to the Genestealer player. Note that the Space Marine player does not count Genestealer models lost when converting blips, or any Genestealers lost through blip conversion.

The Space Marines move first in this mission.

GENESTEALERS

FORCES: **The Genestealers have no starting forces.** They receive **two reinforcement blips per turn** which may enter play at any entry area.

BRIEFINGS: **The Genestealer player wins if he destroys the Space Marine squad without losing 30 or more Genestealers** in the process. In this mission blips and Genestealers are not allowed to lurk off-board, nor are they allowed to use an entry area that is within six spaces of a Space Marine. If, at the end of the Genestealer player's turn, any Stealers or blips are lurking off-board, they are automatically lost (though the Space Marine doesn't count them towards victory; see above). In the unlikely event that the Space Marines manage to block all entry areas, the Genestealers lose immediately.

Mission 1:3

RESCUE

As the Space Marines moved into position, a Cyber-Altered Task spy robot had crept into the hidden depths of hulk. Within seconds of connection to the hulk's computer net the C.A.T. had amassed all the data it required on the ship's cryogenic systems, both their layout and their security.

The C.A.T. stored the information, disengaged from the net and began working its way back towards the outer decks. As soon as the C.A.T. started moving, it was located by the *Intolerance's* continuing wide spectra analysis.

Contact with the C.A.T. was maintained with relative ease, but scanners revealed the Genestealers were closing in rapidly...

BACKGROUND

The Space Marines must retrieve the C.A.T. and bring it safely back to the boarding craft. The Genestealers must stop them.

Red arrows mark the Space Marine exit points

Squad Giovan may deploy in either or both of the yellow-shaded corridors.

THE C.A.T.

A Space Marine may carry the C.A.T. with no penalty to movement, fire, or close combat. Genestealers, however, must ignore it and may not attack it or pick it up. A Space Marine pays 1 action point to pick up or take the C.A.T. counter from another Space Marine in an adjacent square. Roll a dice when the counter is handed from one Space Marine to another: on a score of 1 it is dropped in the square it was being handed to and may then wander around on its own (see below).

Roll a dice if a Space Marine who is carrying the counter is killed by a Genestealer in close combat. On a roll of a 1 the C.A.T. is destroyed and the Space Marines lose the game immediately. Any other score means the C.A.T. is unharmed but will wander off if not picked up. The C.A.T. is automatically destroyed if it is in a square that takes a flamer hit.

Roll a dice if the C.A.T. counter is not being carried by a Space Marine during a record keeping part of the Space Marine phase. On a 1-3 the Genestealer player moves the counter; on a 4-6 the Space Marine player moves it. The C.A.T. has 3 action points and moves in exactly the same way as a Blip counter (and can open doors!). When not being carried, the C.A.T. is assumed to take up no space in the square: it doesn't block line of sight, and the square may be moved through or into as normal.

SPACE MARINES

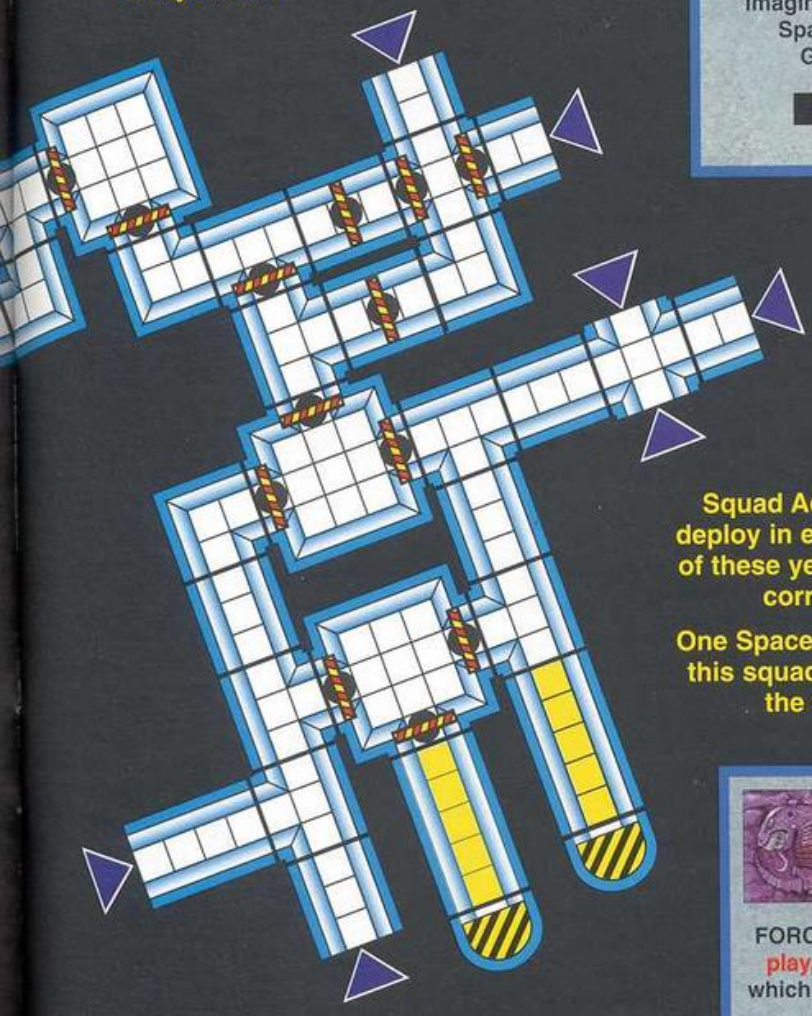
FORCES: **2 squads of Space Marines** – Squad Adorno and Squad Giovan (each squad consists of 1 Sergeant, 3 Space Marines armed with storm bolters and 1 Space Marine armed with a heavy flamer). The two squads deploy as indicated by the map. One of the Space Marines from Squad Adorno is carrying the C.A.T. (see below).

BRIEFING: **To win, the Space Marines must return the C.A.T. to the assault boat.** Since the C.A.T.'s movements are unpredictable, to say the least, this means that a Space Marine must carry it off-map through one of the exit points shown on the map. The Space Marine player wins if he gets the undamaged C.A.T. off the map. The game is drawn if the damaged C.A.T. is taken off; otherwise, the Genestealer player wins.

In order to exit the map a Space Marine must 'move' into an imaginary square off the board at the exit point. Once a Space Marine has left the map he may not return. Genestealers are not allowed to exit the map.

The Space Marines move first in this mission.

Purple arrows mark the Genestealer entry areas



Squad Adorno may deploy in either or both of these yellow-shaded corridors.

One Space Marine from this squad is carrying the C.A.T.

GENESTEALERS

FORCES: **The Genestealers have no forces at the start of play, but receive three blips per turn as reinforcements** which may be brought in at any of the marked entry areas.

BRIEFING: **The Genestealers win if they stop the Space Marines getting the C.A.T. off the map,** and draw if the damaged C.A.T. is taken off.

Mission 1:4

CLEANSE & BURN

The Genestealers had launched a massive attack on the Space Marine defence perimeter. All hell had broken loose. The fighting was intense, vicious, and bloody. Both sides fought with fanatical zeal, and total disregard for their own lives. After the engagement, it was estimated that well over a thousand Genestealers had been involved in the attack.

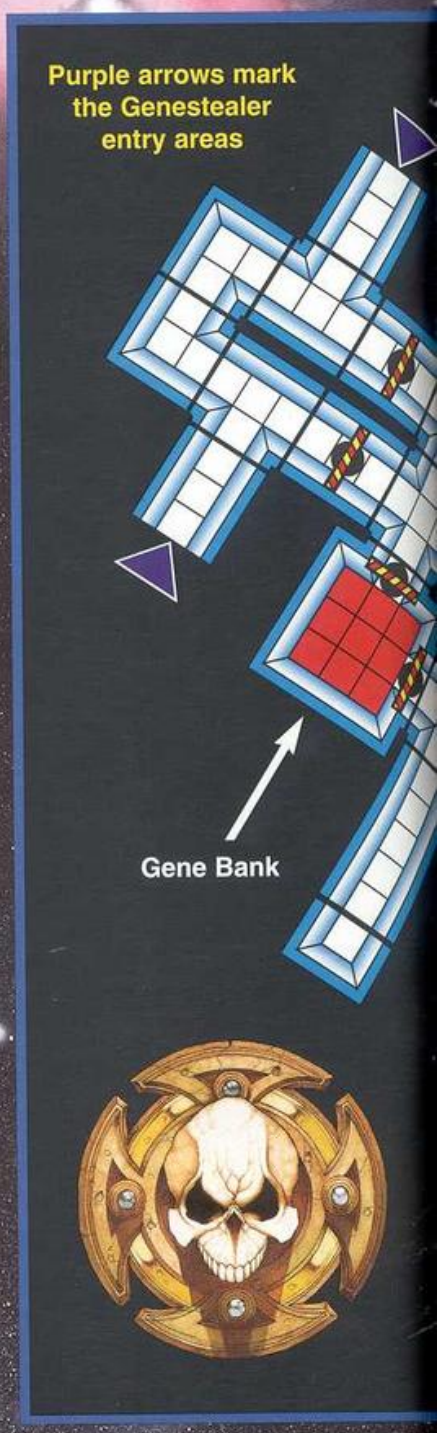
On the bridge of the Intolerance, the Imperial commanders watched the battle on the view-screen. Because of the confined nature of the conflict, it was very difficult to work out what was going on. The Techmarine fiddled with the controls, and the view jumped from one location to another, relayed by the mini-cams in the Terminators' helmets. The picture jerked about as the Space Marines moved and fought. Sometimes it burnt out completely when a storm bolter fired too close. Genestealers hurtled into view from all directions, their blue bodies darting backwards and forwards, their claws slashing and ripping. Tooth-filled jaws gaped wide and snapped at the camera, spraying it with caustic saliva. Gouts of blue ichor and sprays of red blood splashed across the camera lens.

+ + + + +

As the Genestealer attack finally subsided, something strange was noticed. A group of Space Marines, showing almost zero life signs, seemed to be moving away from the perimeter. The Space Marines were alive, although only just. Although there were as few as thirty Terminators left on the hulk, Commander Bellisario knew that the Chapter's gene-seed could not be allowed to fall into enemy hands. Like it or not, he had no option but to order the captured Space Marines to be sacrificed. Two squads were ordered to locate the prisoners, and put them out of their misery.

BACKGROUND

The Space Marine captives are being held in the two rooms labelled 'Gene Banks' on the map. To kill the captives and protect the Chapter's gene-seed, the Space Marines must 'cleanse' each room by hitting every square with a flamer shot.

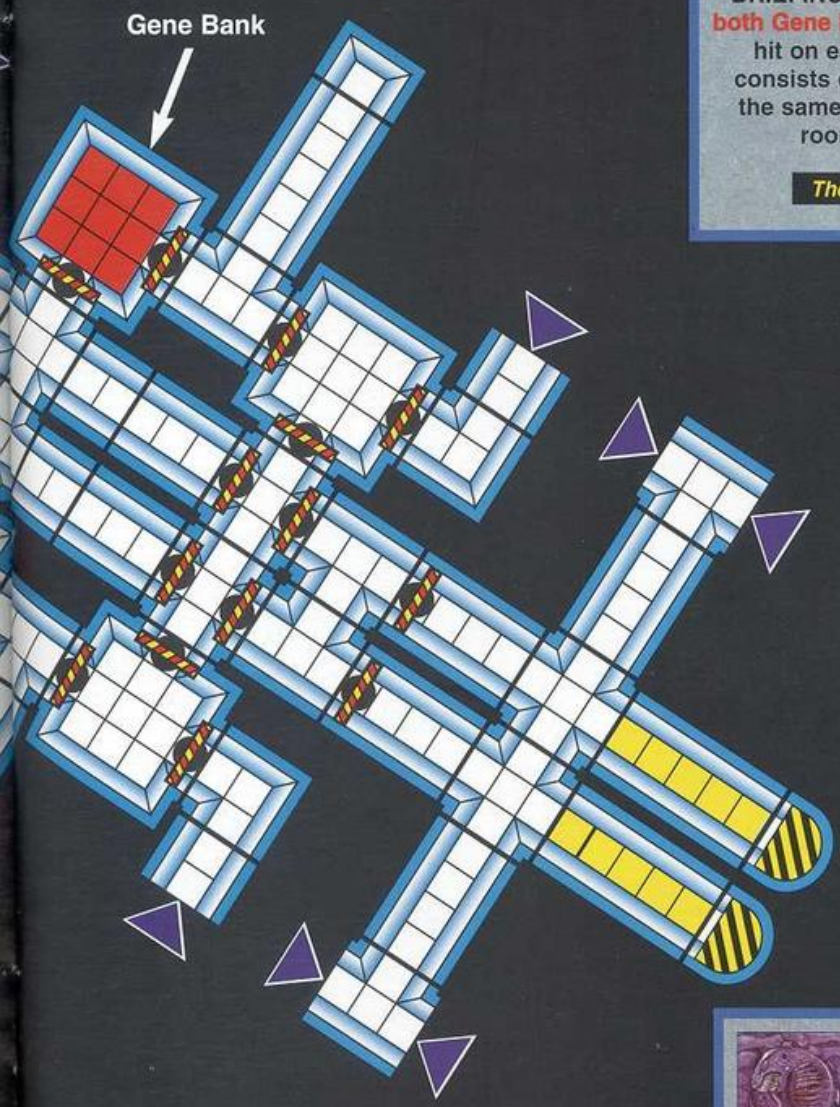


SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Caristo and Squad Ticinio (each squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The squads deploy on the two shaded corridors, as shown on the map.

BRIEFING: **The Space Marine player wins by cleansing both Gene Banks.** A room is cleansed by scoring a flamer hit on each shaded square in the room (each room consists of 9 squares). All of the hits must be made in the same turn in order to cleanse a room, but the two rooms may be cleansed on different turns.

The Space Marines move first in this mission.



One Space Marine squad deploys in each yellow-shaded corridor.

Genestealers reproduce by implanting their genetic material into their prey, which can be any living creature, though they prefer intelligent life forms such as humans. The hosts in turn produce monstrous offspring, hybrids of the two species. If the bio-engineered genes of a Space Marine were stolen and corrupted by Genestealers, such a tragedy could spell the end of the Imperium.

GENESTEALERS

FORCES: **The Genestealers have no forces at the start of the game.** They receive **two blips per turn as reinforcements,** which may be brought in at any of the entry areas shown on the map.

BRIEFING: **The Genestealer player wins if both heavy flamer Marines are killed or run out of ammunition** before achieving their objective.

Mission 1:5

DECOY

Time was running out, and the Imperial forces were completely outnumbered. The squads on the hulk had suffered heavy casualties, while as many as 35,000 Genestealers still lay in cryogenic slumber. There was one last tactic open to the Blood Angels: they could flood the cryogenic chambers with a deadly toxic gas.

The information retrieved by the C.A.T. had identified a cluster of ducts in a room more than four sectors away from the Space Marine beachhead. These ducts cycled air round the cryogenic chambers, and were the most efficient method of distributing the toxic gas. The remaining Space Marines advanced through extremely light opposition towards the target area.

As they moved it became obvious that a second wave of Genestealers, much larger than the first, was beginning to emerge from cryogenic slumber. Surveillance from the *Intolerance* assessed this second force as having a strength of 4,000, while the remaining 30,000 or more Genestealers were also commencing their recovery cycles.

By the time they were within two sectors of the target room, the Space Marine phalanx was down to slightly less than 22 Terminators. The area around the target room was, apparently by coincidence, occupied by a relatively strong enemy force. A frontal assault would be costly and time consuming. Success seemed to be slipping through the Blood Angels' grasp.

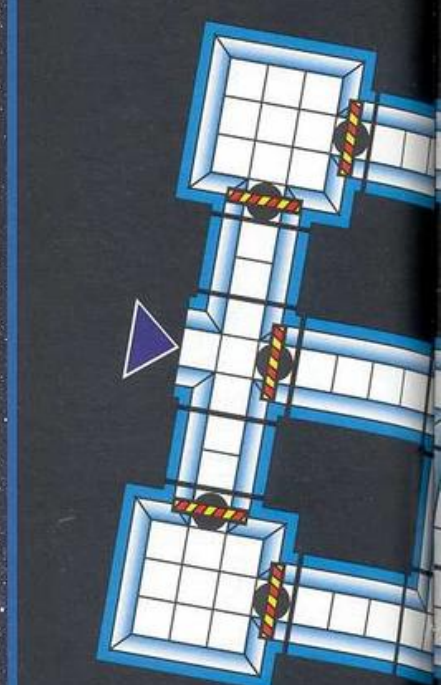
The order was issued to sacrifice almost half of the remaining Space Marines in a decoy action. If they could draw enough of the enemy away, the room could easily be taken, and, if they could keep going long enough they would buy precious seconds for the cryogenic attack.

BACKGROUND

The Space Marines are attempting to reach a cryogenics chamber just to the north of the sectors shown above, both to destroy the several thousand Genestealers inside it before they wake up, and to draw off Stealers from the real target of the assault.

"We commend our souls to the Emperor. Let the story of our sacrifice burn across history like a shooting star. For death and for glory – for the Blood Angels!"

Last coherent transmission from Sergeant Lysand.

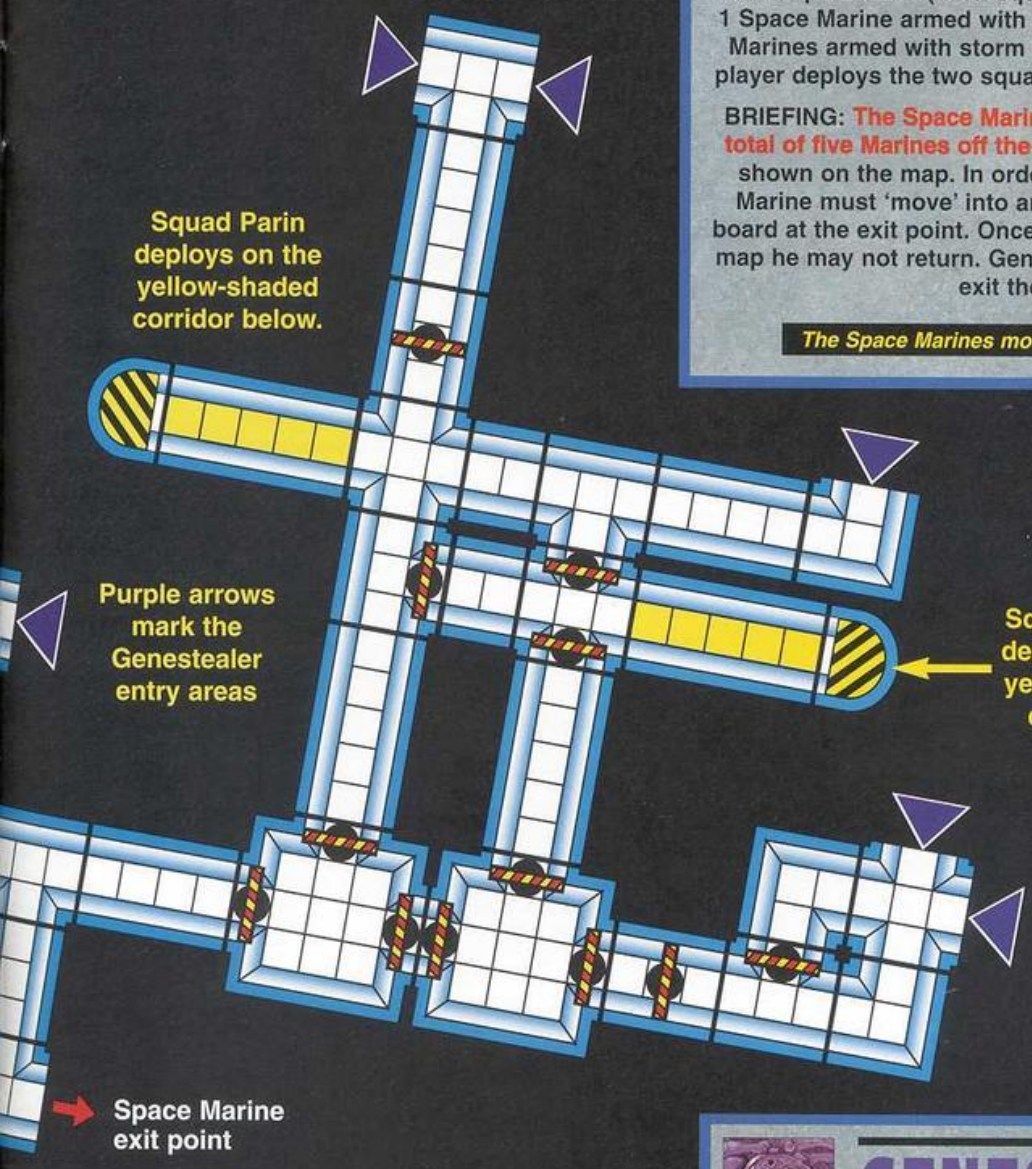


SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Lysand and Squad Parin (each squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The Space Marine player deploys the two squads as indicated on the map.

BRIEFING: **The Space Marine player wins by moving a total of five Marines off the map through the exit point** shown on the map. In order to exit the map a Space Marine must 'move' into an imaginary square off the board at the exit point. Once a Space Marine has left the map he may not return. Genestealers are not allowed to exit the map.

The Space Marines move first in this mission.


Squad Parin deploys on the yellow-shaded corridor below.
Purple arrows mark the Genestealer entry areas
Squad Lysand deploys on the yellow-shaded corridor to the left.
Space Marine exit point

GENESTEALERS

FORCES: **The Genestealer player begins play with three blips.** In addition he receives **two reinforcement blips per turn.** The Genestealer player's starting forces and reinforcements may arrive at any of the entry areas he chooses.

BRIEFING: **The Genestealers win by killing 6 or more Space Marines.**

Mission 1:6

DEFEND

Once the Genestealers had been drawn off, the last two squads were able to move into position in the target room. The toxin had been tested on captured Genestealers, and had proved effective, but it needed to be administered in a highly concentrated form to overcome the creatures' amazing constitution.

Because of the large amounts of toxin involved, it would take several minutes to carry out the contamination. The tanks were connected up to the ducting, and the contamination process was begun. Immediately the toxic gas was released into the cryogenic ventilation ducts the Genestealers sensed and reacted to the danger. All their active forces began moving towards duct room...

+ + + + +

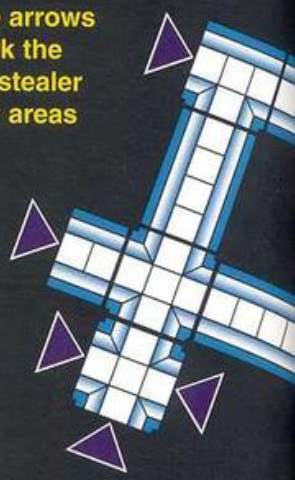
Never had five minutes seemed so long. Commander Bellisario stared at the glowing green digits on the display – 1:03... 1:04... 1:05... 1:06... If only Sergeant Darius and his men could hold the room until the toxic gas was fully dispersed. All the Stealers in stasis would be killed in one fell swoop. 3:33... 3:34... 3:35... The screen showed the view down the corridor leading away from the duct room. Sergeant Medici and his squad were holding a junction round the corner. The distant sound of bolter fire reached a crescendo, there was a terrible scream, then silence. The picture jumped suddenly as the Space Marine raised his storm bolter. 3:39... 3:40... Shadows flitted into the end of the corridor. Instantly, the Space Marine fired his storm bolter, raking the advancing Genestealers with fire and thunder.

BACKGROUND

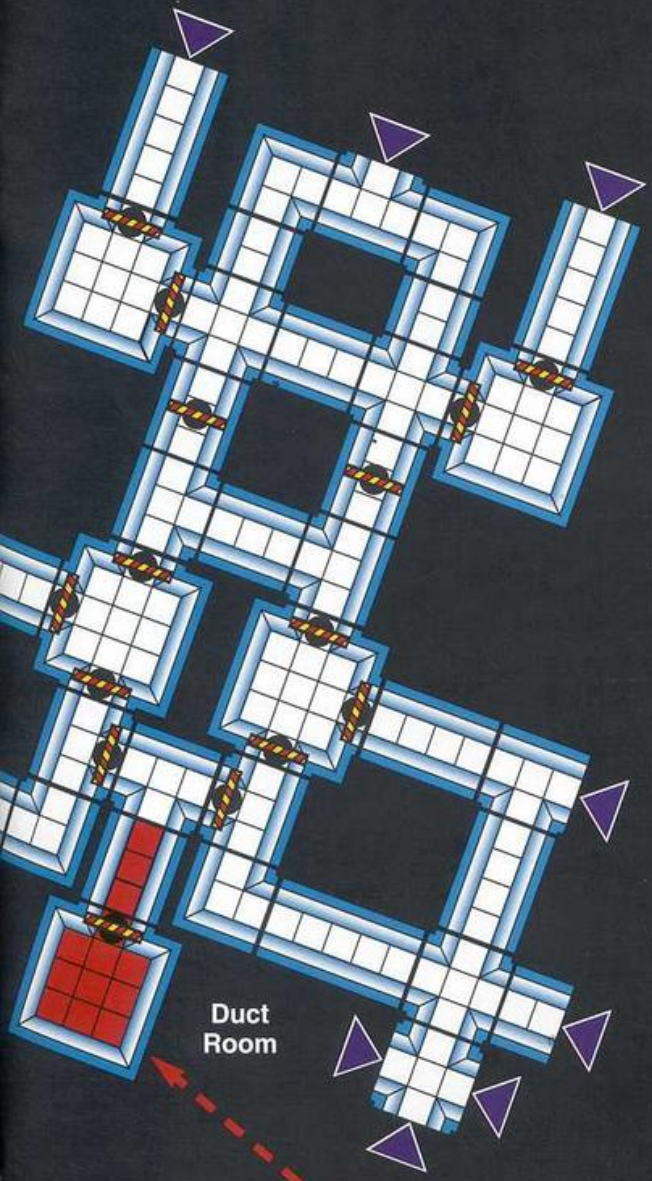
The Space Marines must defend the duct room until all of the toxins have been released into the cryogenic atmosphere circulation system. If they keep the Genestealers from destroying the fragile ducting until the toxins have been released, all of the hibernating Genestealers will be destroyed as they awaken. Then all that will be left is the mopping-up of the several thousand already active Genestealers.

In this mission, the Space Marines may deploy anywhere on the map.

Purple arrows mark the Genestealer entry areas



Flamer shots may not be made in any of the red-shaded squares



SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Darius and Squad Medici (each squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The heavy flamer Marines do not have any reloads in this mission. The Space Marine player is allowed to set up his men anywhere on the map.

BRIEFING: **The Space Marines must survive for 16 complete turns.** Use the Control Panel to keep track of how many turns have elapsed. When the 16th end phase has passed, the game is over.

Because of the danger of damaging the ducts, flamers may not be fired into or out of the Duct Room or the adjacent corridor. If one is fired in this area, the game ends immediately as a Genestealer victory.

The Space Marines move first in this mission.

"The final squad to be lost in its entirety was Squad Medici, who fell guarding the duct room, minutes before the toxic gas achieved 100% dispersal. The death of so many of their kind seemed to temporarily confuse the remaining Genestealers, and Squad Lorenzo was able to fight its way back to safety through fairly light opposition."

Excerpt from the Commander Bellisario's report.

GENESTEALERS

FORCES: **The Genestealer player begins play with two blips.** In addition he receives **two reinforcement blips per turn.** The Stealer player's starting forces and reinforcements may arrive at any of the entry areas he chooses.

BRIEFING: **To win, a Genestealer must breach the ducts.** To do this, a Stealer must enter the Duct Room and attack the Toxin canister in close combat, as if it were a door. If the Genestealer rolls a 6, it has breached the ducts, and the Genestealers win.

5.1.701.M41

CAMPAIGN 2:

SPAWN OF EXECRATION

The hulk was spotted by a Space Wolves' scout vessel, doing a routine patrol on the edge of the area of warp/real space overlap known as the Eye of Terror. The ship's Astropath broadcast the hulk's location back to the Chapter's home world, Fenris, from where the information was passed on to Earth. The majority of the Space Wolves were away, fighting a campaign against Chaos Renegades on the other side of the Eye of Terror. As one of their companies prepared for mobilisation, the Space Wolves received a message from the Blood Angels First Company, who had just arrived at the space hulk. Because of the uncertain nature of astropathic communication, the Blood Angels had received the Space Wolves' message two weeks *before* it had been sent. Once again, fate had led the Blood Angels into battle with the Genestealers.

Commander Borgia, commander of the Blood Angels' force, named the hulk 'Spawn of Execration'. The massive ship was so huge it dwarfed the Imperial craft that gathered round it. The hulk seemed to be a compacted mass of old spaceships and space debris. Incredibly, scans revealed the thing was powered, and registered large numbers of life signs. The sheer size and density of the hulk meant the scanners were unable to penetrate much further than the outermost layers. It would be logical to assume the life forms were Genestealers, but this close to the Eye of Terror the presence of other, more sinister, occupants could not be ruled out.

There was only one way to find out: the Space Marines would have to board the hulk and investigate. No matter what evils lurked aboard this floating wreck nothing would be allowed to stand against the might of the Blood Angels Terminators.

Mission 2:1

BREAK THROUGH

Sergeant Huon checked the scanner again. Seconds ago it had been clear, now he could see a few green blips at the edge of the dial. As he watched, more and more blips appeared, and started moving in to the centre – his squad's position. The enemy were approaching fast, and their speed seemed to indicate that they were, after all, Genestealers. Although the area had been clear when the squad had emerged from the boarding torpedo, the enemy had been quick to detect the intruders' presence and move into contact with them.

They had their orders: no matter how heavy the opposition they must not turn back, as the only chance to get the rest of the force safely on board the hulk lay in opening the doors to the cargo bay. A sensor sweep had shown that the controls for the doors lay in this section of the hulk. It was hoped that a quick strike by a single squad would not seem sufficiently threatening to alert the foe. So far the plan was working and the squad was now close their objective, but things were about to get tougher.

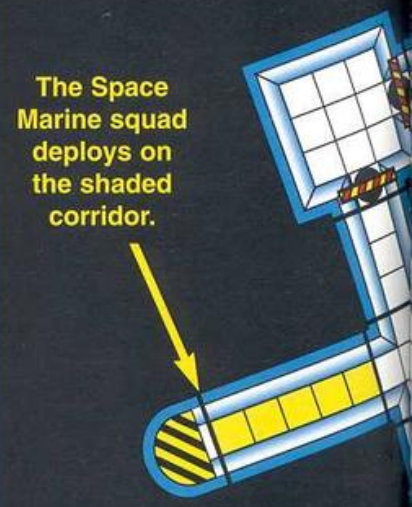
A final check of the scanner showed that the first of the foe were nearly upon them, just round the corner ahead. Very soon they would get their first sight of a Genestealer. With a terse command he ordered the squad to halt and ready their weapons. Despite all his years of service, when the first wave of Stealers tore towards them down the corridor. Huon nearly froze with horror before his instincts and training took over. He fired his storm bolter again and again at the monsters. Behind him, his men fired continuously, raking the corridor with explosive shells, but no matter how many Stealers they killed, more flung themselves forward, screaming with alien fury.

BACKGROUND

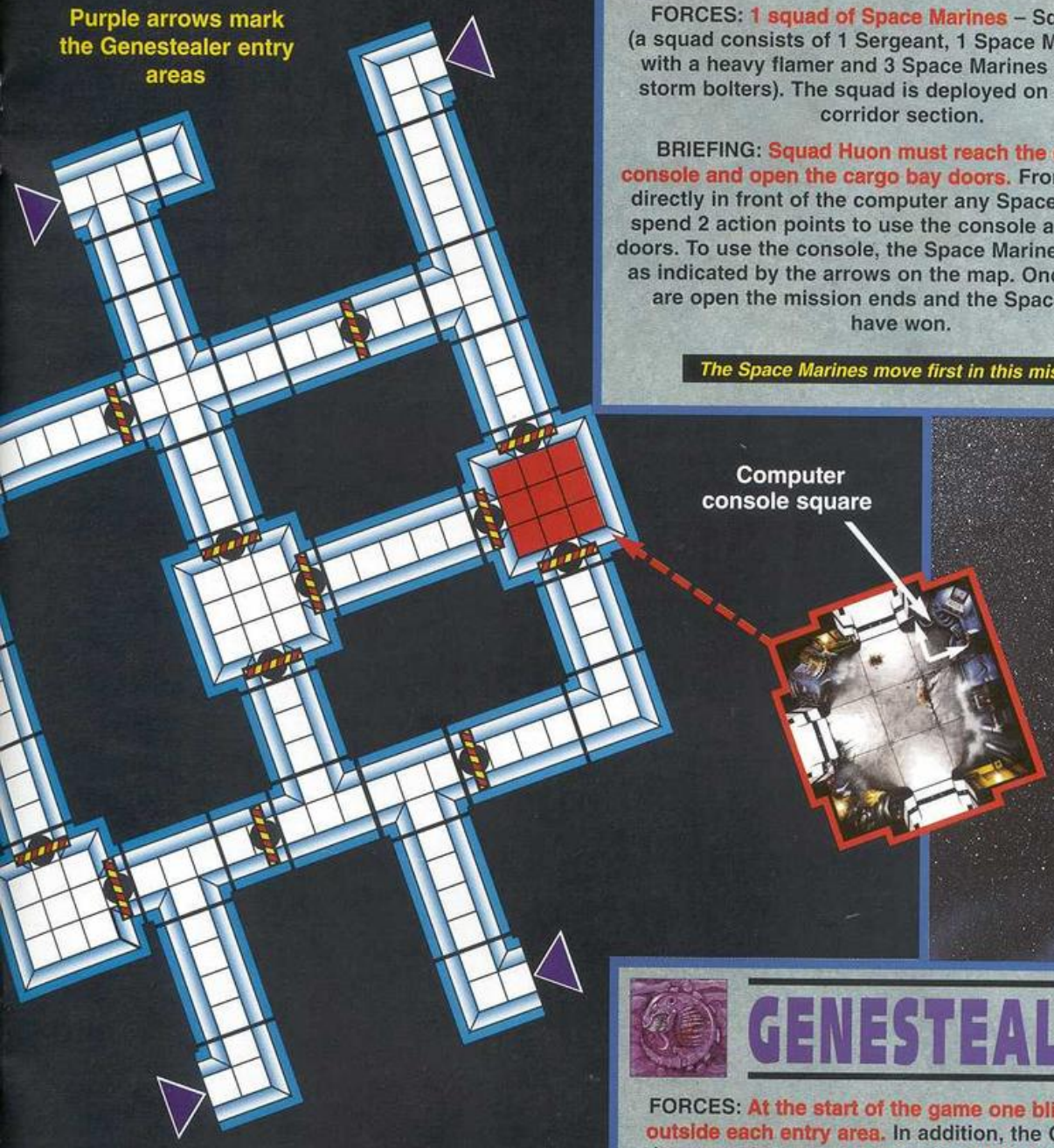
Sent in by boarding torpedo, Squad Huon makes its way towards the controls for the cargo bay doors. The controls are located in the room indicated on the map.

"Sergeant Huon – The Stealers – They're breaking through the door. They're actually cutting through it with their claws!"

"Guard that door with your life, Brother Marias. We must have time to open the doors."



After the mission, Brother Marias' name was added to the Cenotaph of the Fallen, the mighty monument that stands on the red desert of Baal.



SPACE MARINES

FORCES: **1 squad of Space Marines** – Squad Huon (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The squad is deployed on the marked corridor section.

BRIEFING: **Squad Huon must reach the computer console and open the cargo bay doors.** From the square directly in front of the computer any Space Marine can spend 2 action points to use the console and open the doors. To use the console, the Space Marine must face it, as indicated by the arrows on the map. Once the doors are open the mission ends and the Space Marines have won.

The Space Marines move first in this mission.

GENESTEALERS

FORCES: **At the start of the game one blip is placed outside each entry area.** In addition, the Genestealer player receives **one reinforcement blip per turn** which may enter play through any entry area shown on the map.

BRIEFING: The Space Marines are heading for the computer console which they wish to use to open the cargo bay doors. **If the Genestealers can kill all the Space Marines before they can achieve their objective the Genestealers win.**

Mission 2:2

FORGE AHEAD

All of the Space Marines had seen the pictures of the Genestealers sent back by the cameras of Squad Huon and there was no denying how deadly they were. Storm bolter fire could kill them, and heavy flamers were particularly effective, but in close combat the sheer strength and ferocity of a Genestealer was more than a match for even a Terminator-armoured Space Marine warrior.

They watched with Sergeant Huon as the Stealers ripped through a solid steel door in seconds, tearing it apart with great slashes of their claws before forcing their bodies through the rents and leaping at Brother Marias. Point blank storm bolter blew the first two back into the door, a the third Stealer dodged the worst of the blast and latched its teeth into Brother Marias' power fist, champing through his armour. A fourth Stealer squeezed through the door and hurled itself straight at Brother Marias' head, bearing the Marine backwards down onto the floor with a mighty crash. With two snaps of its teeth it smashed through his helmet and tore off his head in a spray of blood.

+ + + + +

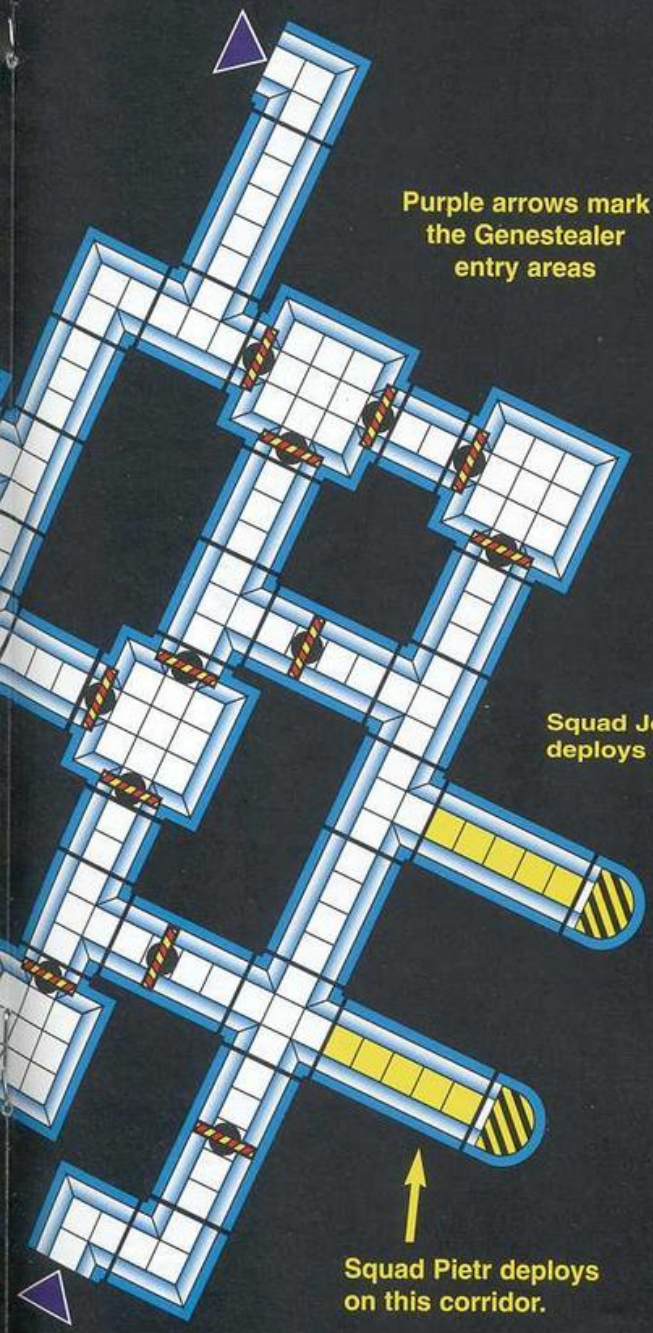
How many Stealers were on the hulk? The Blood Angels had no way of telling. They must continue their reconnaissance. The terrible death of Brother Marias made Commander Borgia even more determined to destroy the Genestealers and seize the hulk. Working to the original plan, he split his force into smaller units and sent them into the hulk. The opposition would be fierce, but this was no time for subletly: courage, firepower and faith would prevail. Some Brothers would fall, but ultimately they would emerge triumphant. Of their victory, Borgia was assured.

BACKGROUND

This particular mission shows Squad Josefas and Squad Pietr clearing a section of the hulk. They have a target of 25 Genestealers to kill before they move on to another section.

"'A Space Marine commander must be brave of heart, noble of spirit, quick to anger and slow to forgive, but above all he must be wise."

Wolf Lord Barak Thunderfist of the Space Wolves, 5. 8. 701. M41


Purple arrows mark the Genestealer entry areas
Squad Josefas deploys on this corridor.
Squad Pietr deploys on this corridor.

SPACE MARINES

FORCES: **2 squads of Space Marines** – Squads Josefas and Squad Pietr (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the marked corridor sections as indicated on the map.

BRIEFING: **The two squads must destroy 25 Genestealers** before they can move on to the next section. The easiest way to do this is to place all casualties in the box tray as they occur, total up the number at the end of the Genestealer player's turn, and then return the models to the Genestealer player. Alternatively just keep track of Space Marine kills on a piece of scrap paper.

Once 25 Genestealers have been killed the surviving Space Marines must make their way off the board by the exit point shown on the map. If four Space Marines or more get off the board the Space Marines win. If at least one Space Marine gets off the mission can be considered a draw.

In order to exit the map a Space Marine must 'move' into an imaginary square off the board at the exit point. Once a Space Marine has left the map he may not return. Genestealers are not allowed to exit the map.

The Space Marines move first in this mission.

GENESTEALERS

FORCES: **At the start of the game one blip is placed in each room.** In addition, the Genestealer player receives one reinforcement blip per turn which may enter play through any entry area shown on the map.

BRIEFING: The Space Marines are now working their way through the hulk killing Genestealers. After 25 Genestealers have been killed the Space Marines will leave the section by the exit point shown. **If no Space Marines get off the board the Genestealers win** and as long as less than four get away the mission is a draw.

Genestealer blips are allowed to lurk off-board for a maximum of only one turn in this mission.
After a blip has lurked in an entry area for one turn it must enter play.

Mission 2:3

REGROUP

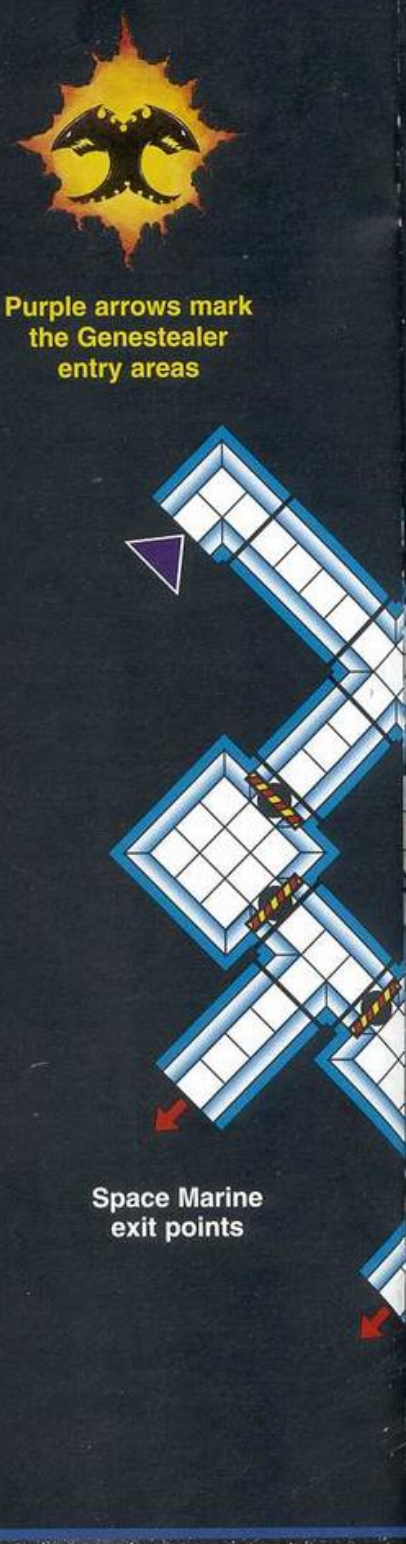
Sergeant Machiavel fired again and finally the Genestealer went down. Quickly he swung around to the right and snapped off a shot at another monster as it bounded towards him. The shot hit his second target on the neck, blowing its head from its body and ichor sprayed the corridor as yet another alien died. There seemed to be thousands of them and they still kept coming. These Genestealers were a foe like no other he had ever fought, incredibly hard to kill. His armour already bore a triple gouge from the claw of a Genestealer that seemed to keep coming through the unrelenting hail of his overwatch before he cut it down with his power sword.

Seconds earlier, Brother Deino had been caught at an intersection by Genestealers coming at him in two directions. Even his heavy flamer had not been enough to protect him. Thankfully they now had another heavy flamer since Squad Leon had linked up with them after the death of their Sergeant, but they had lost another Space Marine since. Shooting in both directions up and down the corridor, no-one had noticed the two Stealers running upside down along the ceiling until it was too late. They had dropped down on Brother Altair's head and had torn his armour open and disembowelled him before being blown apart themselves in a storm of vengeful storm bolter fire from the other Space Marines.

Sergeant Machiavel turned back to the right. His scanner showed further blips approaching just as his communicator came live again. The other units were also suffering heavy casualties, many squads had been lost, while the number of Genestealers seemed to infinite. The Captain had finally been forced to accept that the hulk could not be cleared by such a small force, and was pulling the units back together. With a feeling of relief Machiavel told his tired men they were pulling back.

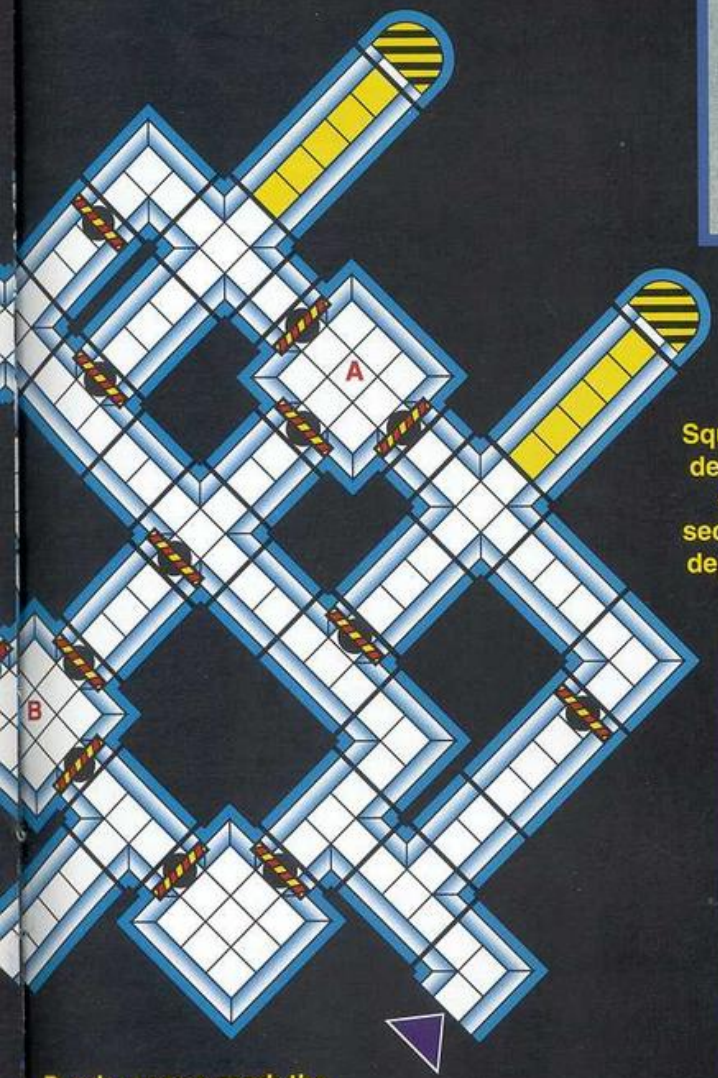
BACKGROUND

The mission follows the remains of Squads Machiavel and Leon as they head off to regroup with the rest of the force.



"Faced with impossible odds, it is foolish to continue an engagement. This is a lesson I learned to my cost in my rash heat of my youth."

Commander Borgia
of the Blood Angels, 958. M41.



Purple arrows mark the Genestealer entry areas

SPACE MARINES

FORCES: **Squad Machiavel** (currently composed of 1 Sergeant and 3 Space Marines armed with storm bolters), and **Squad Leon** (currently composed of 1 Space Marine armed with a heavy flamer and 2 Space Marines armed with storm bolters). Each squad deploys on one of the marked corridor sections.

BRIEFING: The Space Marines are trying to reach the regrouping area but their route has taken them into a section of the hulk not previously cleared. **At least three Space Marines must make it through the section and off the board by the marked entry points for the Space Marines to win.** If at least one Space Marine makes it off the mission can be considered a draw.

In order to exit the map a Space Marine must 'move' into an imaginary square off the board at the exit point. Once a Space Marine has left the map he may not return. Genestealers are not allowed to exit the map.

The Space Marines move first in this mission.

Squad Machiavel may deploy on one of the shaded corridor sections; Squad Leon deploys on the other.

GENESTEALERS

FORCES: **At the start of the game one blip is placed in room A and one blip in room B, as indicated on the map.** In addition, the Genestealer player receives **two reinforcement blips per turn for the first eight turns** of the game. Only one reinforcement blip may be placed per entry area. After the 8th Genestealer turn no further reinforcements may be taken.

BRIEFING: The Space Marines hope to make their way safely across this section and off at the exit points. However, there will be 18 blips' worth of Genestealers trying to stop them. **If all the Space Marines are killed the Genestealers will win,** or if they can stop at least five of the Space Marines getting away they can claim a draw.

Mission 2:4

CAPTURE

As the flames died down and the view ahead cleared Lorenzo could see the charred bodies of the Genestealers heaped on the floor. The heavy flamer had done its work well. He ordered the squad to continue its advance, giving thanks that although the squad had been hastily assembled from the few Space Marines that had reached the regrouping area they seemed to have melded into a team very quickly. As the Terminators waded through the blackened remains one of the Stealers slowly raised its head and let loose a terrible cry. Lorenzo blasted it at point blank range with his storm bolter and the thing dropped back down onto the pile of its dead brothers.

Commander Borgia had ordered all the Space Marines to pull back to the boarding craft. Sergeant Lorenzo guessed things were going badly. The boarding force had obviously suffered severe casualties, and almost all the surviving Space Marines were wounded. Commander Borgia was a proud man, not fond of admitting defeat, so the circumstances must be dire indeed for him to have ordered a retreat.

His comm-link burst into life with a jabber of fresh instructions. He and his new squad were ordered to turn back, and rendezvous with Sergeant Vitor and four Space Marines. Together they were to proceed to a room at location Beta Kappa 7, and retrieve a vital piece of electronic equipment that the Techmarines had identified as a computer archive. If the Blood Angels could save the archive its value might in some small way compensate for their failure to capture the hulk.

It was an honour to have been chosen to lead such an important mission, but Sergeant Lorenzo's armour felt very heavy indeed as he led his men back down into bowels of the alien spaceship.

BACKGROUND

The two squads must collect the hulk's computer archive which is on the floor of the room indicated on the map. Place the Hulk Archive counter on the square in the centre of the room.

"Commander, I strongly advise against this. The only possible outcome will be the loss of another ten brave warriors."

"I expect Sergeant Lorenzo to rise to the honour of the occasion. I am a man of honour; I will not tolerate failure."

Exchange recorded between Captain Statice and Commander Borgia.

Red arrows mark Space Marine exit points
Each Space Marine squad deploys on one of the yellow-shaded corridors.
Purple arrows mark the Genestealer entry areas

SPACE MARINES

FORCES: **2 full squads of Space Marines –** Squads Lorenzo and Vitor (each squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the marked corridor sections.

BRIEFING: **The Space Marines must collect the hulk's archive and bring it back off the board at one of the exit points.** When a Space Marine enters the square with the hulk's archive he may attach it by magnetic clamp to his armour for the cost of 2 action points. Place the counter under the Space Marine's base to show he has picked it up.

If that Space Marine is killed leave the Hulk Archive marker in the square where the Space Marine died. Another Space Marine may come and attach it to his armour for a cost of 2 action points as described above.

To win the mission the Space Marines must get the archive back off the board.

In order to exit the map a Space Marine must 'move' into an imaginary square off the board at the exit point. Once a Space Marine has left the map he may not return. Genestealers are not allowed to exit the map.

GENESTEALERS

FORCES: The Genestealer player receives **one reinforcement blip per turn** which may enter play through any of the entry areas shown on the map.

BRIEFING: **The Space Marines are after the hulk archive. You must stop them getting it off the board.** Even if the Space Marine carrying the archive is killed the archive itself will not be damaged and another Space Marine can pick it up. The Genestealers cannot move the hulk archive themselves.

The Genestealers move first in this mission.

Mission 2:5

SABOTAGE

Thanks to the selfless heroism of Sergeant Lorenzo, who suffered such terrible wounds that he almost died, the hulk's archive had been retrieved. Two of the boarding craft, laden with wounded Terminators, had already declamped from the side of the hulk and were slowly turning back to face the mother ship. The third boarding craft was barely half full, the Space Marines on board were waiting for the two last squads. The fourth boarding craft was dark and empty; it had been left clamped to the space hulk as a mark of respect for the dead.

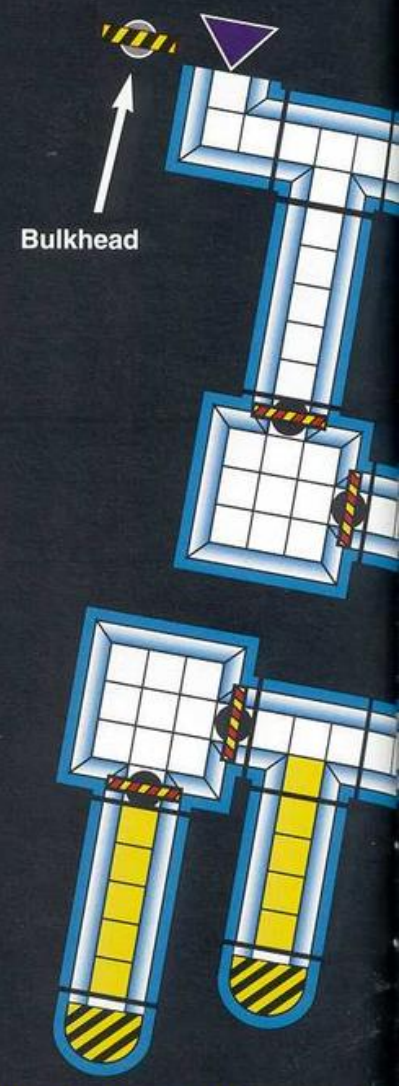
The Blood Angels had to destroy the space hulk. Such a thing was too dangerous to leave drifting through space. Humans, blinded by greed or hungry for forbidden knowledge might try to raid it. Orks or Chaos raiders might board the ship and ride it over the seas of the warp. Or the hulk might be caught by the gravity of a planet and crash there, spelling the doom of a whole world. If Genestealer infestation reached too high a level for the Imperium to suppress, only one option remained: *Exterminatus* – the destruction of the entire planet.

The Blood Angels' spaceships lacked the firepower to destroy the hulk, and Commander Borgia could not afford to wait for the Gothic class battlecruisers of the Imperial navy. There was one deperate course of action left open to him, they could try to destroy the hulk by sabotaging its decrepit nuclear reactors. If the damping controls were destroyed, the chain reactions within the engines would tear the hulk apart from the inside. Two squads of Blood Angels had been slowly working their way towards the engines and were now within striking distance.

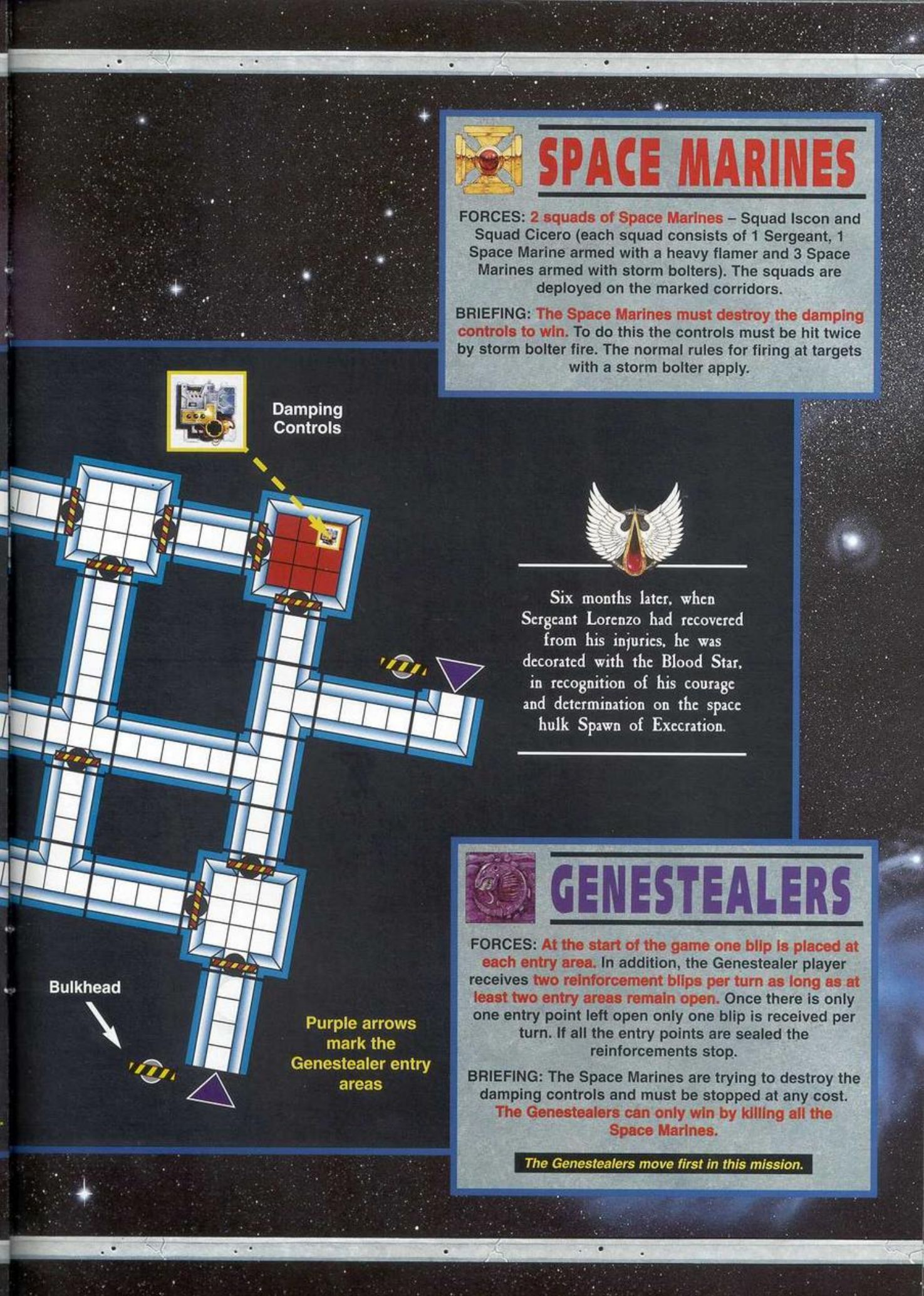
BACKGROUND

The Space Marines must destroy the reactor damping controls which are in the room indicated on the map. Place the Damping Controls marker over the indicated square.

Note the bulkheads, which the Space Marines can use to seal the Genestealer entry points.



The two Space Marine squads deploy on the shaded corridors.



SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Iscon and Squad Cicero (each squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The squads are deployed on the marked corridors.

BRIEFING: **The Space Marines must destroy the damping controls to win.** To do this the controls must be hit twice by storm bolter fire. The normal rules for firing at targets with a storm bolter apply.

Six months later, when Sergeant Lorenzo had recovered from his injuries, he was decorated with the Blood Star, in recognition of his courage and determination on the space hulk Spawn of Execration.

GENESTEALERS

FORCES: **At the start of the game one blip is placed at each entry area.** In addition, the Genestealer player receives **two reinforcement blips per turn as long as at least two entry areas remain open.** Once there is only one entry point left open only one blip is received per turn. If all the entry points are sealed the reinforcements stop.

BRIEFING: The Space Marines are trying to destroy the damping controls and must be stopped at any cost. **The Genestealers can only win by killing all the Space Marines.**

The Genestealers move first in this mission.

Mission 2:6

RACE AGAINST TIME

Sergeant Cicero pounded up the corridor as fast as his Terminator armour would carry him. Behind him clanked Brother Galen and Brother Herpestes, lugging their one remaining heavy flamer. They were down to three now. Two Space Marines had been killed as they fought their way down to the heart of the hulk to sabotage the nuclear reactor; another two had been killed in a tremendous battle in the room that contained the damping controls.

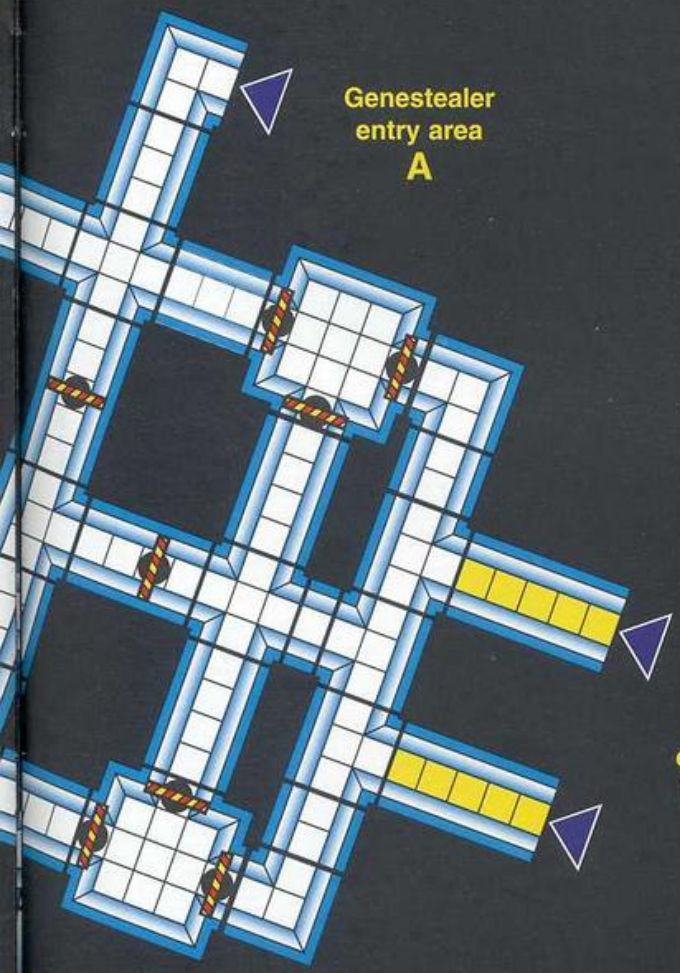
On the way back Brother Speiro had fallen to his doom when a metal staircase had given way beneath the weight of his Terminator armour. They had paused momentarily to reload the flamer and had been ambushed by Stealers attacking the room from three directions at once. Brother Malthus had been killed almost instantly as a Genestealer clawed his suit to shreds. The Space Marines had beaten off the attack, but Brother Leance had been so badly wounded that the Sergeant had been forced to administer the Emperor's Grace to save him from further suffering. This left three, and they still had several levels to go before they were close enough to the outer skin of the hulk for the teleporter to latch onto their life signs.

A glance at his scanner showed Cicero that there were not only blips converging behind them but also blips massing to block their way ahead. With the luck of the Emperor, if they could keep going for just a few more minutes they would be safe. Ominous rumblings deep within the hulk signalled that the destruction of the damper controls was having an effect. The walls started to shake, and chunks of metal and cabling began to fall from the ceiling. "Brother Herpestes, behind you! Use the flamer!" he yelled.

BACKGROUND

The remaining Space Marines are attempting to get to the outer levels of the hulk so that they can be teleported off before it blows up.

The Space Marines are deployed on the yellow-shaded corridor sections.



SPACE MARINES

FORCES: **Seven Space Marines** are making their way out: 1 Sergeant, 1 Space Marine armed with a heavy flamer and 5 Space Marines armed with storm bolters. They start in any of the yellow-shaded squares, as you wish to deploy them.

BRIEFING: **The Space Marines are simply trying to get through this section as soon as they can.** If they do not get through in twelve turns they will not make it to a safe area for teleportation before the hulk blows up. If at least two Space Marines have made it off the board through the exit areas indicated on the map before the end of turn 12, then the Space Marines win.

In order to exit the map a Space Marine must 'move' into an imaginary square off the board at the exit point. Once a Space Marine has left the map he may not return. Genestealers are not allowed to exit the map.

If you wish you may combine Missions 5 and 6 by playing them one after the other, using the survivors from Squads Iscon and Cicero in Mission 6.

The Space Marines move first in this mission.

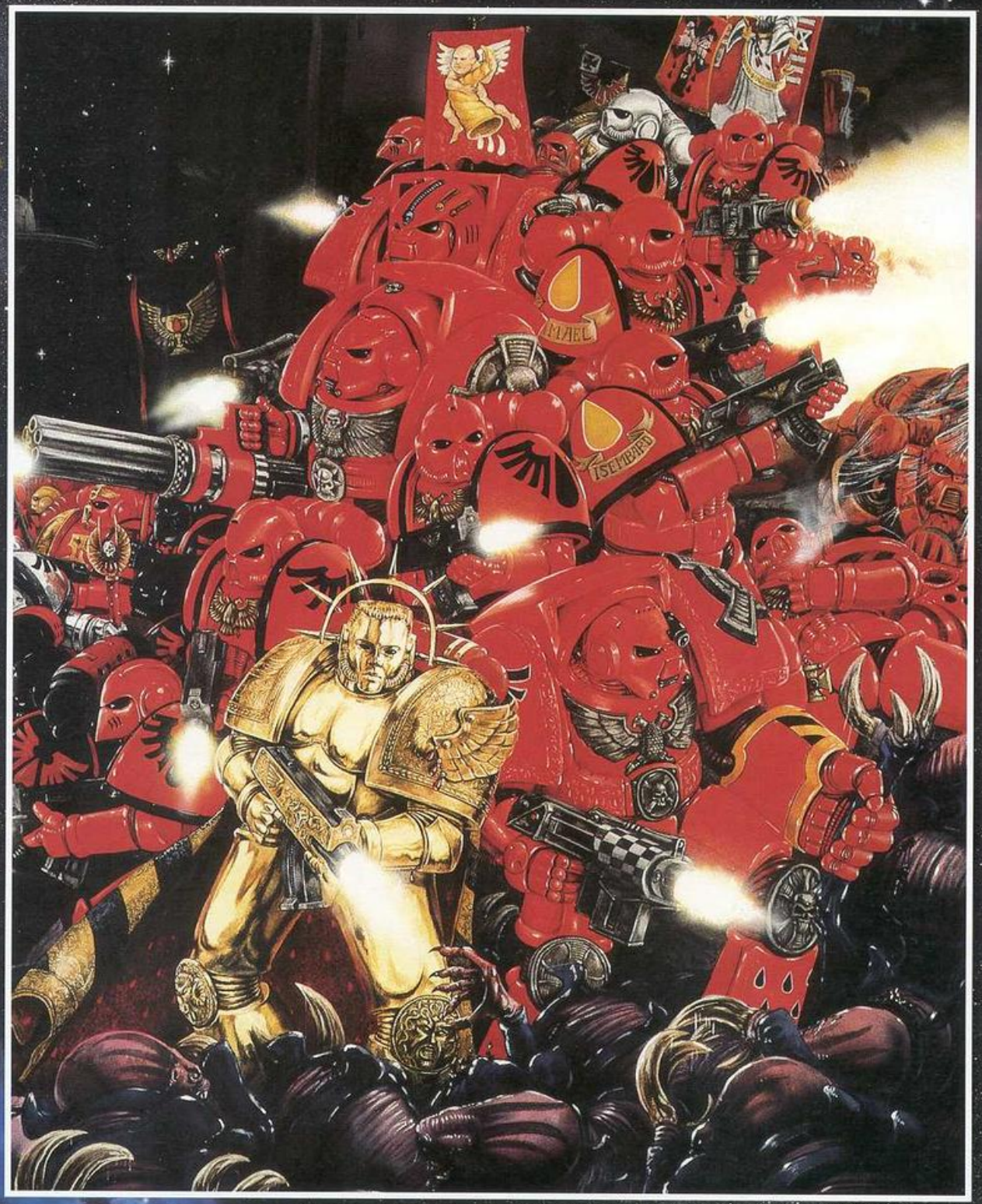
"The Blood Angels will return! We will avenge the souls of the fallen. Every drop of red blood will be paid for by the death of a hundred Genestealers."

Commander Borgia of the Blood Angels, 5. 2. 701. M41

GENESTEALERS

FORCES: **At the start of the game one blip is placed in each room on the map.** In addition, the Genestealer player receives **one reinforcement blip per turn** which may enter play through any of the entry areas marked with an 'A' on the map. Starting from the fourth Genestealer turn an extra blip is received each turn which may enter play through any of the entry areas marked with a 'B'.

BRIEFING: The Genestealers are doomed but may exact some retribution by killing the remaining Space Marines. **If no more than 1 Space Marine has escaped by the end of turn 12 the Genestealers win this mission.**



THE SCOURING OF GRAZARCH XXIV

Following their success aboard the hulk 'Harbinger of Despair', Blood Angels Terminators, aided by their power armoured brethren eliminated the Genestealer threat on Grazarch XXIV.

CAMPAIGN 3:

HARBINGER OF DESPAIR

Since the Blood Angels' ill-fated assault on the Spawn of Execration the incidence of space hulk sightings had increased substantially, and by the early years of the 74th decade an average of one hulk per year was being detected. None of these ships were large enough to pose any real threat to the Imperium. The smallest were blown up, larger hulks were boarded and searched before being destroyed, but none proved particularly valuable.

In the year 736, a strange disturbance in the warp/real space interface heralded the arrival of a monstrous space hulk, fully half as big again as the Spawn of Execration. It emerged on the eastern edge of the Ultima Segmentum, and immediately turned west, apparently heading straight for the heart of the Imperium. Lann Koren, commander of the nearby Imperial navy base Kar Duniash, sent out a call for assistance to the nearest Space Marine Chapter and named the hulk Harbinger of Despair.

As the hulk's course posed no immediate danger to any human-inhabited worlds, it was allowed to pursue its course, trailed by a flotilla of Imperial ships from Battlefleet Ultima. Three days later, the hulk slipped back into the warp and was nearly lost but for the persistance of a squadron of navy frigates. Against all odds, the gallant little ships trailed the hulk through the nightmare shoals of the warp until it dropped back into real space, five light years from the planet Formund, right in the path of the Blood Angels Terminator company, racing to meet their destiny at Kar Duniash.

The Blood Angels force was led by Captain Lorenzo. Thirty years ago he had distinguished himself fighting Genestealers on the hulk 'Spawn of Execration'. His first hand combat experience, coupled with his exceptional bravery and superior leadership qualities, made him the ideal choice to lead the Blood Angels on their quest for retribution.

Mission 3:1

SEIZE AND SECURE

Sergeant Laertes was another survivor of the Blood Angels' fateful encounter with the Spawn of Execration. In all his years of service, the abortive mission to seize the space hulk was his most vivid, and most horrific, memory. He had seen things no ordinary man could ever imagine, and lived through experiences no normal human could endure or comprehend. In time, as the years passed, and memory blurred all the wars and the battles together, his sense of wonder had dulled, and the extraordinary had become commonplace. But he had never forgotten the Blood Angels' struggle against the Genestealers.

Every single detail of their battle on the space hulk lay engraved on his memory. It was a horror he would like to be able to forget, but couldn't. In his dreams he relived the fight over and over again. Running through the maze of claustrophobic corridors and dark rooms. Genestealers charging at them from all directions: alien killing machines without fear or conscience. No matter how many Stealers they killed, more and more had thrown themselves forward. Ten, fifty, hundreds dead, it made no difference, the monsters just kept coming in an endless stream.

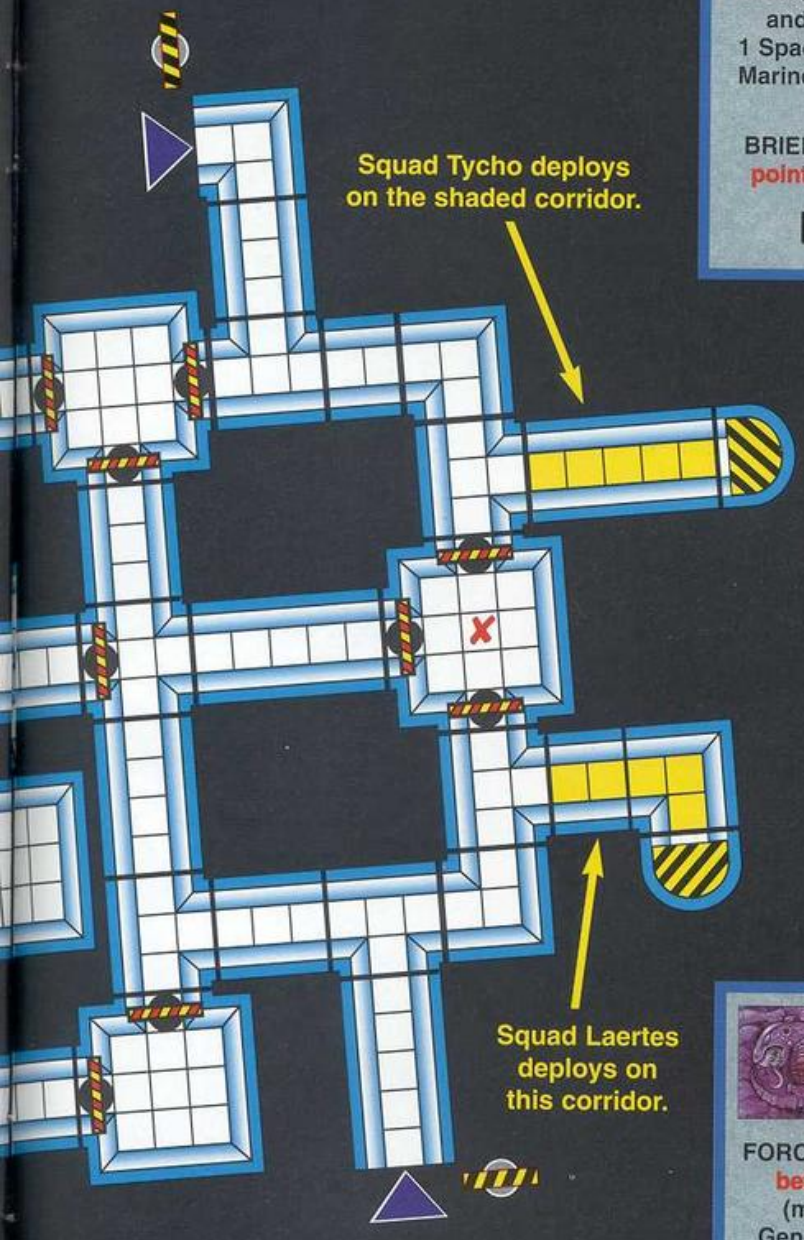
Now he was going to have to face the horror again. If he could only survive this day, Laertes believed he would conquer the demons of his own personal fears.

+ + + + +

Sergeant Laertes has been charged with securing a bridgehead on the hulk, a secure area for the rest of the force to board. Scans had revealed an ideal location but there were blips approaching from four different directions. Each of the entry points had bulkheads, and it was their mission to secure the section by sealing shut the doors.

BACKGROUND

There are bulkheads at all the entry points and the Space Marines must seal them.



SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Laertes and Squad Tycho (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the marked corridors.

BRIEFING: **The Space Marines must seal all four entry points to win,** but can claim a draw if they seal three.

The Space Marines move first in this mission.

"Sergeant Laertes fought with the fury of a madman – I have never seen the like. He flung himself at the foe, hacking right, left and centre with his power sword, until his armour was black with gore."

Sergeant Tycho

GENESTEALERS

FORCES: **Place one blip in each room except the room between the two Space Marine deployment areas** (marked with an 'x' on the map). In addition, the Genestealer player receives **two reinforcement blips per turn** which may enter play through any two separate entry areas on the map. Once only two entry points are open only one blip is received per turn. Once all the entry areas are closed no further reinforcements may be taken.

BRIEFING: The Space Marines are attempting to seal all the entry points. If they seal two or less the Genestealers win, and if they can keep them down to three they get a draw.

Mission 3:2

MENACE

So far, the action to take the space hulk was going well. Captain Lorenzo had spent decades studying Genestealers and developing tactics to deal with them. He had a sound strategy worked out, and the personal experience to back it up. The Blood Angels' Terminator company was at full strength, and keen to restore the honour of the Chapter. The dangers of a space hulk could never be underestimated, but the Blood Angels were now better prepared than they had ever been before.

Scans of the ship had shown fairly high concentrations of Genestealers throughout, so Sergeant Gorias was not surprised by the number of blips showing on his scanner. The original landing had gone well with no further casualties after the bridgehead had been established and now they were to start a push towards the heart of the hulk, clearing the area as they advanced.

A brief message over the comm-link from Squad Cleon informed him they had just encountered heavy resistance, and could do with assistance. Though the squads did know where they were in relation to each other, it was often difficult to meet up. The passages seemed to have no logical layout, and turned and twisted apparently at random. The doors would sometimes swung open as they approached, or could prove so difficult to open that they had to blow their way through with storm bolter fire. According to the scanner, Squad Cleon should be directly ahead of their current position, hopefully through the door at the end of the passage.

BACKGROUND

The Space Marines have five turns to clear the area before the Genestealers arrive, and then six turns of Genestealer reinforcements to deal with.

If you are playing a campaign and the Space Marines lost Mission 1 then one Space Marine armed with a storm bolter is taken out of each squad. If the mission was a draw one of the Space Marines with a storm bolter is taken from Squad Cleon.

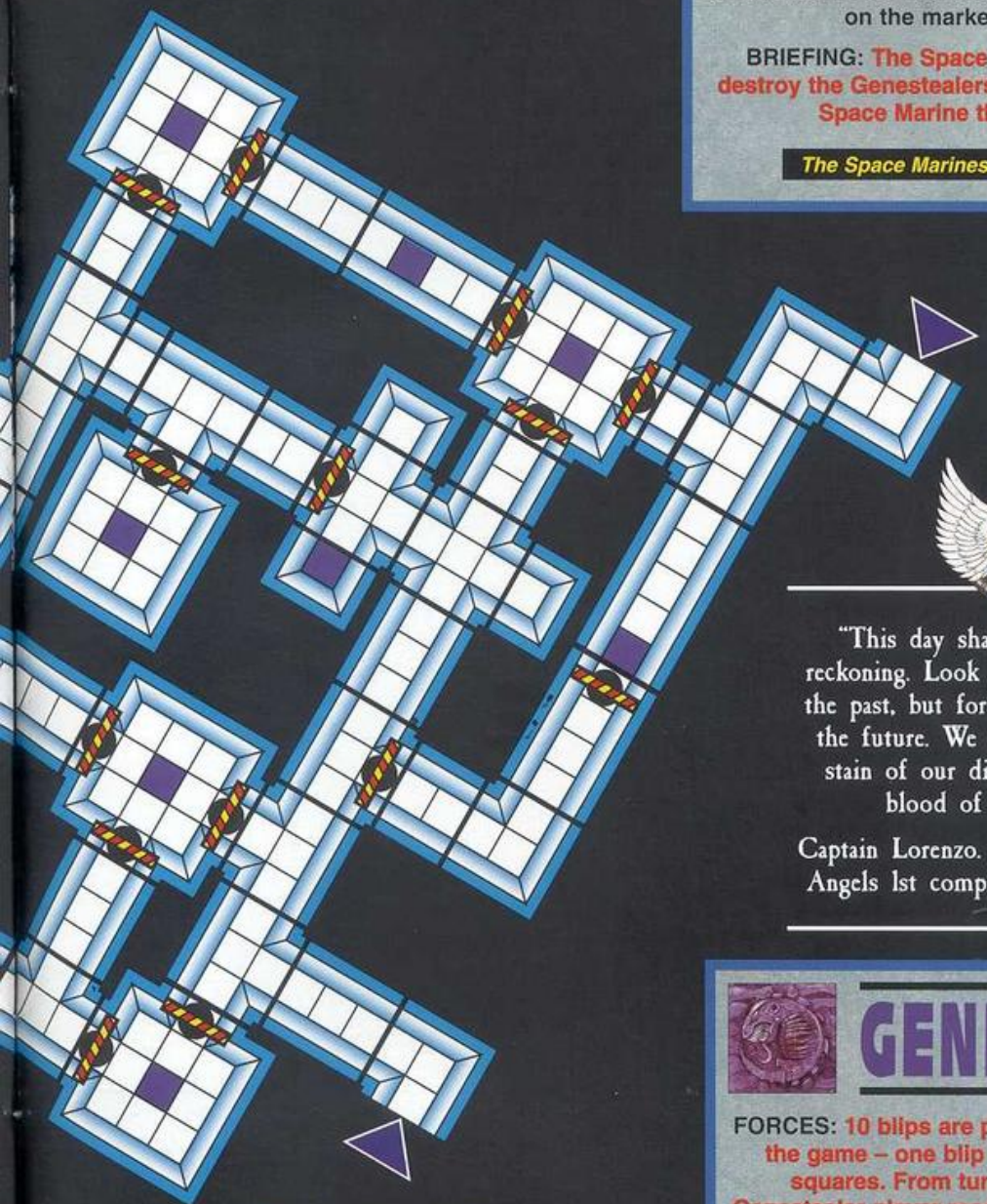
Squad Gorias deploys here.
Squad Cleon deploys on this corridor.
At the start of the game, one Blip counter is deployed on each of the purple squares.

SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Gorias and Squad Cleon (a squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the marked corridor sections.

BRIEFING: **The Space Marines are simply trying to destroy the Genestealers. If the last figure standing is a Space Marine the Space Marines win.**

The Space Marines move first in this mission.



Purple arrows mark the Genestealer entry areas

"This day shall be our time of reckoning. Look not to the shame of the past, but forward to the glory of the future. We shall wash away the stain of our dishonour in the hot blood of our enemies."

Captain Lorenzo. Speech to the Blood Angels lst company, 6. 26. 736. M41.

GENESTEALERS

FORCES: **10 blips are placed on the map at the start of the game – one blip in each of the purple-shaded squares. From turn 6 to turn 11 inclusive the Genestealer player receives one reinforcement blip per turn,** which may be placed in any entry area. Genestealers may not 'lurk' in this mission. If forced to do so, they are lost.

BRIEFINGS: The Genestealers must kill the Space Marines before they kill them. **If the last model standing is a Genestealer the Genestealers win.**

Mission 3:3

DATA DOWNLOAD

The two squads Pesaro and Limbus were making good progress through the hulk. So far resistance had been low – was it possible that the Genestealers hadn't noticed the two squads? Brother Barino offered a silent prayer to the Emperor and checked the ammunition on his heavy flamer again. Sergeant Limbus must have sensed how tense his men were because his calm voice reassured them over the comm.

Their target lay straight ahead, a room which showed high levels of electrical activity. The Techmarines hoped this indicated a functioning computer console, and that they could download the data it contained. Both squads were carrying data transmitters that could be linked into the hulk's computer system and would automatically transmit the stolen data to the Blood Angels mother ship in one short high-speed burst.

Such a bold move had never been attempted before, and showed Captain Lorenzo's confidence. If it worked, the Blood Angels would have achieved a tremendous coup – the first ever data download from a hulk's computer archive. The information it contained would be of incalculable value to the scientists of the Imperium. The mission was so important that, if necessary, the Space Marines were expected to sacrifice themselves so one of them could get to the computer.

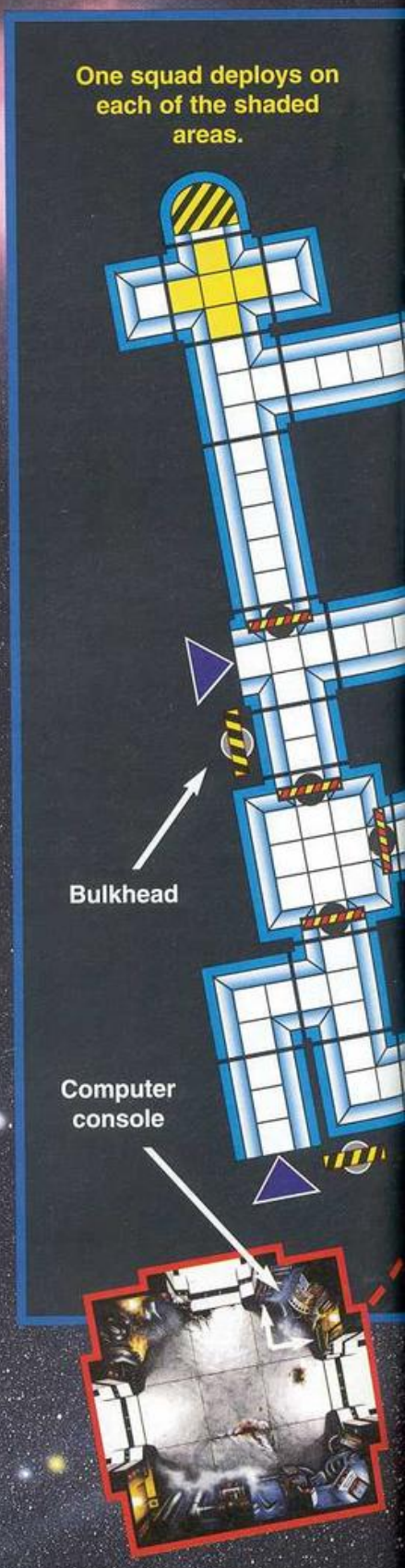
"Enemy approaching at 12 o'clock! Take your positions and hold formation!" shouted the Sergeant as five Genestealers galloped round the corner towards the squad. Barino braced himself and fired the heavy flamer. Waves of flames rolled down the corridor and the Genestealers disappeared in a blazing inferno. The Space Marines had been discovered.

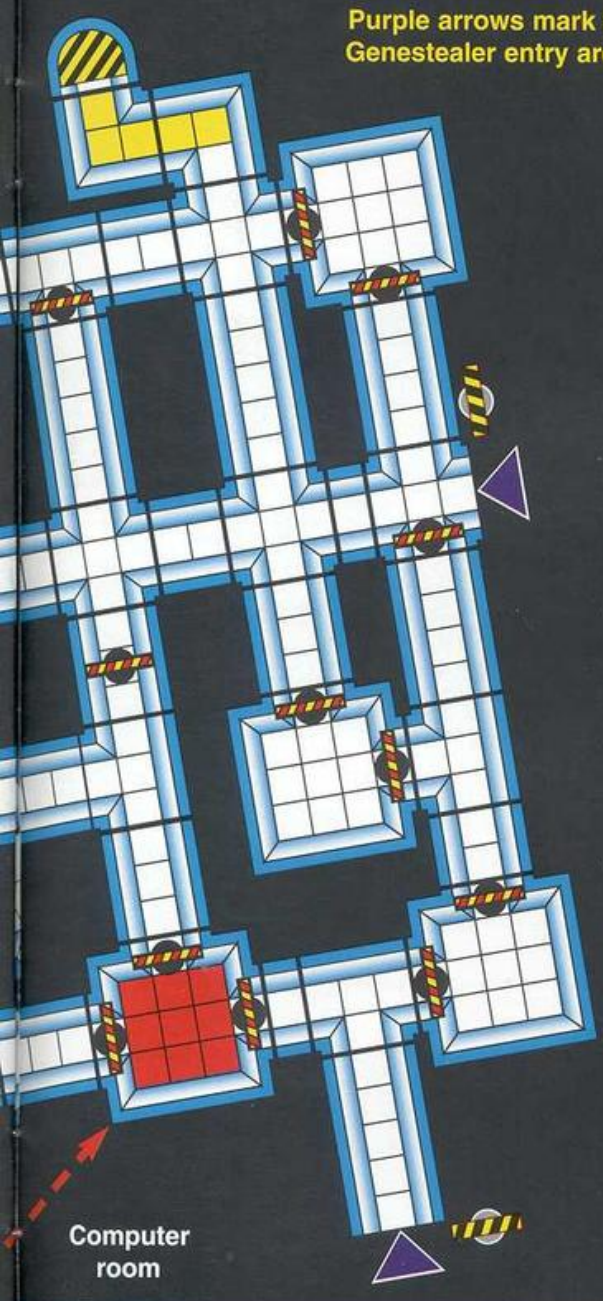
BACKGROUND

The Space Marines must get information from the computer room.

There are bulkheads at the entry points, which can be used to seal the Genestealer entry points.

If you are playing a campaign and the Space Marines lost Mission 2 the Genestealer player has an extra blip per turn until two entry points have been sealed.





SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Pesaro and Squad Limbus (each squad consists of 1 Sergeant, 3 Space Marines armed with storm bolters and 1 Space Marine armed with a heavy flamer). The two squads are deployed on the marked corridor sections.

BRIEFING: **The Space Marines must attach an automatic data transmitter to the hulk's computer.** To do this a Space Marine must stand in the indicated square, facing the computer console, and spend 4 action points to attach the data transmitter and initiate the transmission sequence. If the information is transferred the Space Marines win.

The Space Marines move first in this mission.

"Words alone cannot convey the value of this information. Send in my assistants, and let no-one disturb us for five years."

Simo Peccavi, Magos Technicus of the Adeptus Mechanicus, Mars, 7. 15. 736. M41.

GENESTEALERS

FORCES: **At the start of the game place one blip in each entry area.** On following turns the Genestealer player receives **two blips per turn** which must be placed in separate entry areas. When three entry areas are sealed only one blip is received per turn. Once all of the entry areas are sealed no further reinforcements can be taken.

BRIEFING: **To win, the Genestealers must kill all the Space Marines before they download the information from the computer.**

The blips placed in the entry areas at the start of the game do not need to lurk even if there is a Space Marine within six squares of the entry point. Reinforcement blips must lurk as normal under these circumstances.

Mission 3:4

ISOLATE

Despite heavy opposition, Squads Pesaro and Limbus had achieved their objective, holding off the Genestealers until the alien data had been transmitted to the Blood Angels mother ship. Initial analysis of the data streams showed that the ship was not the floating hulk the Space Marines had supposed it to be but was in fact being directed by an external source based on the planet of Grazarch XXIV in the nearby Altron star system.

Further analysis revealed that the hulk had drifted through the Altron system some time in the recent past and had dropped a number of landing pods onto the planet. The only possible conclusion was that the small Imperial mining colony on Grazarch had been overrun and that someone or something on the planet was directing the hulk. All attempts to establish communications with Grazarch failed, but an Astropath on Formund informed the Blood Angels that all contact with the mining colony had been lost for three years.

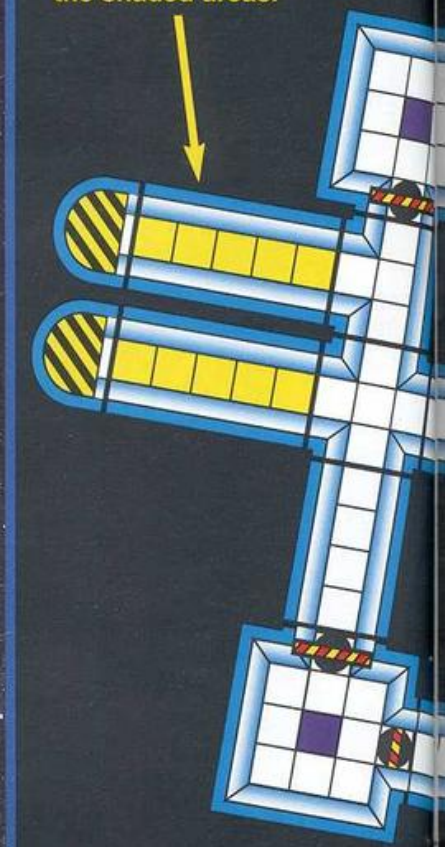
Captain Lorenzo knew that he had to deal with this threat. The alien signal emanating from Grazarch could control more than just the hulk's movements – it might be able to activate the ship's weapons systems, force the hulk back into the warp, or even trigger a self-destruct sequence. The only way that the threat could be neutralised was to sever the communication stream before the alien intelligence could prevent them breaking its control.

While the bulk of the Terminator force continued to clear the hulk of Genestealers, Squads Myran and Catullus were despatched to destroy the alien receiver.

BACKGROUND

The Space Marines must get to the communications console and cut off the alien communication link.

If you are playing a campaign and the Space Marines lost Mission 3 the Genestealers start the game with an extra two blips which may be placed one per triple entry room.



At the start of the game, place one blip in each of the purple-shaded squares.

SPACE MARINES

FORCES: **2 squads of Space Marines** – Squads Myran and Squad Catullus (each squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the marked corridor sections.

BRIEFING: **The Space Marines must sever the outside control link to the hulk.** To do this a Space Marine must get to a square directly adjacent to the console and spend 4 action points. If the Space Marines achieve this they win.

The Space Marines move first in this mission.

"Imagine fear is a wall of fire. A brave man is not a blind man, who cannot see the flames. A truly brave man walks through the fire and emerges stronger, with his spirit tempered by the courage of his action."

Sergeant Laertes, of the Blood Angels

GENESTEALERS

FORCES: **One blip is placed in each of the four purple-shaded squares** (don't forget the one in the computer room!). In addition **one reinforcement blip is received per turn** which may be placed in any of the entry areas.

BRIEFING: **If all the Marines are killed before they can operate the console then the Genestealers win.**

Mission 3:5

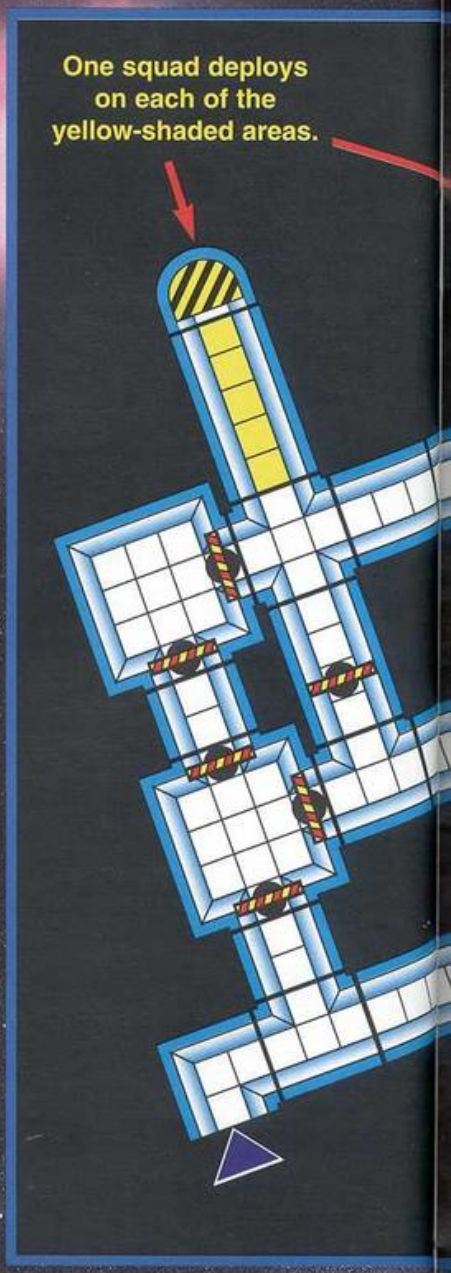
ANNIHILATE

Sergeant Zariah checked his scanner and saw that Sergeant Sarin and his men were running level in the parallel corridor. All other corridors were clear and the objective lay ahead seemingly undefended. The hulk contained hundreds of rooms holding Genestealers in cryogenic storage and it was hard to believe that one particular set of storage pods was more important than the others. However, the data the Blood Angels had downloaded from the hulk's computer indicated that one of pods held a very special Genestealer, a leader known as a Patriarch.

All the cryogenic clusters the Terminators had seen so far looked identical: frosted crystal cylinders full of swirling green gas. It was impossible to see what was inside them, though the mere presence of a human watcher was enough to stimulate agitated movement within.

It was hoped that the Terminators would be able to identify which cylinder contained the Genestealer leader. No-one knew what a Patriarch looked like, it might look just like an ordinary Stealer but its physiology could be completely different. There was not enough time to capture the alien leader for study, even if they could identify it, so their orders were to destroy the entire contents of the target room.

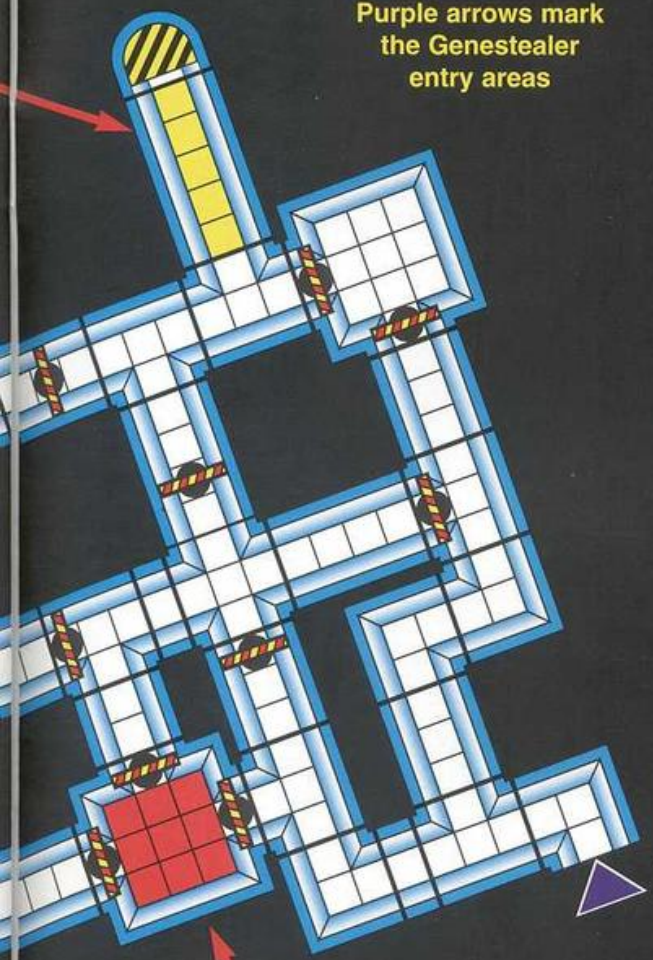
Suddenly Sarin's scanner blipped a furious warning. Seconds earlier the area had been clear, now numerous blips were closing in on all sides. It seemed they had walked into a hornets' nest. His helmet display indicated they should reach their destination in under two minutes – with the blessing of the Emperor they might just make it...



BACKGROUND

The Space Marines must destroy all seven cryogenics pods in the indicated room.

If you are playing a campaign and the Space Marines lost Mission 4 one of the Space Marines armed with a storm bolter in Squad Sarin is removed.



SPACE MARINES

FORCES: **2 squads of Space Marines** – Squads Zariah and Sarin (a full squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the marked corridor sections.

BRIEFING: **The Space Marines must destroy all of the cryogenic pods.** To do this each pod must be destroyed by a storm bolter shot. The pods are located in the cryogenics chamber, and are marked by red crosses on the map. A pod can only be attacked by a Space Marine if it is fully within his line of sight. The normal rules for firing storm bolters apply, and the pods can be destroyed in the same ways as doors. If all the pods are destroyed the Space Marines win.

"All the cryogenic cylinders looked identical, and we fired our storm bolters at point blank range to destroy them. The cylinders exploded outwards, showering the room with crystal shards. The creatures tumbled onto the floor. Because the room quickly filled with gas, it was difficult to see the dying creatures writhing on the floor, but for a moment I thought I saw a man's face surge out of the smoke."

Report submitted by Sergeant Zariah, 7. 3. 736. M41.

GENESTEALERS

FORCES: **The Genestealers start with three blips lurking in each entry area.** In each following turn they receive **one reinforcement blip** which may be placed in any entry area.

BRIEFING: The Space Marines are after the cryogenics pods and must be stopped. **If all the Space Marines are killed before all the pods have been hit the Genestealers win.**

The Genestealers move first in this mission.

Mission 3:6

RETRIBUTION

The campaign to seize the hulk was going remarkably well; this time the Emperor was smiling on the Blood Angels. Casualties were less than expected, and every specific objective had been achieved, the most important being the retrieval of the information stored in the hulk's computer banks. The most efficient way to rid the hulk of its monstrous inhabitants was to use toxic gas to kill the active Genestealers, then take advantage of the respite to destroy the cryogenic clusters before the reinforcements they contained awoke.

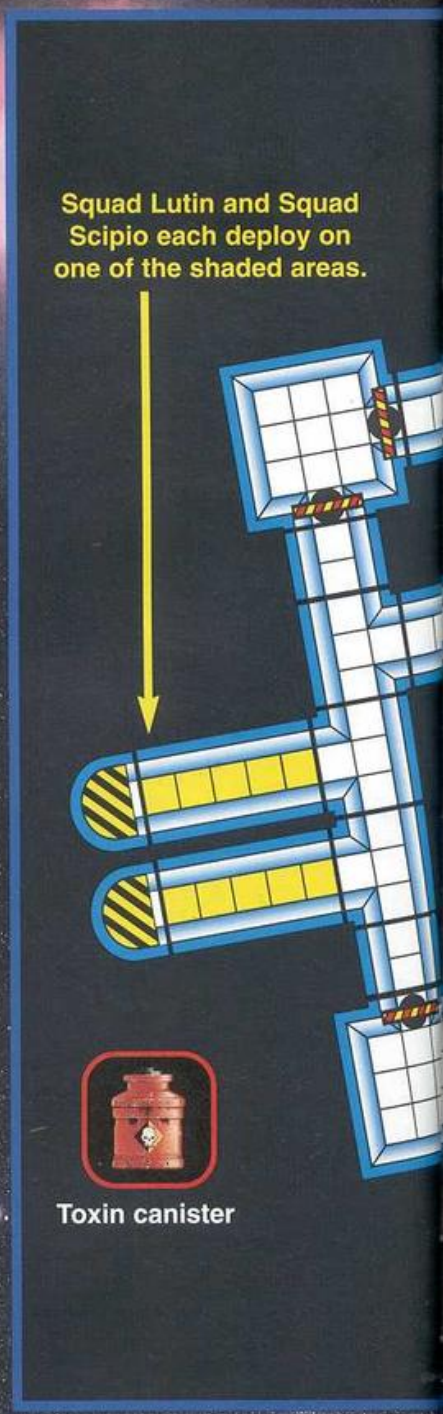
The Imperial xeno-biologists had refined the anti-Genestealer toxin so that it was now hundreds of times more effective than the version used on the Sin of Damnation, over a hundred years ago. Although deadly, the toxin would not spread through the hulk on its own. The data from the computer had provided the answer: the hulk's internal air pumping systems were still operational, and could be used to pump the toxin through the hulk. The success of the whole campaign now rested on this one last mission.

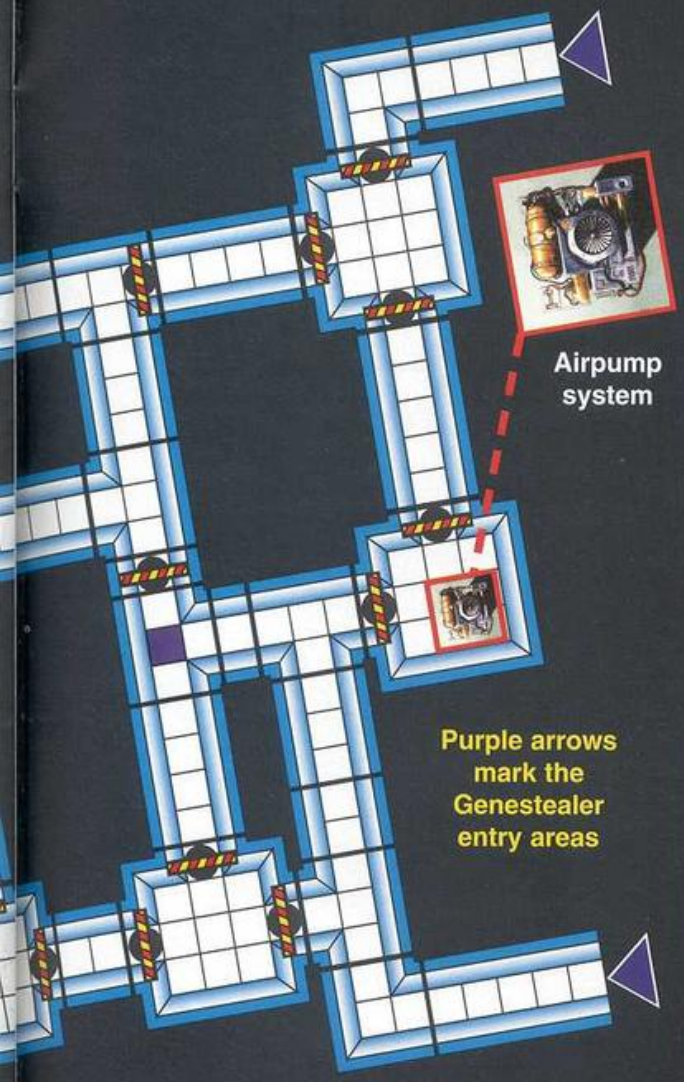
BACKGROUND

The Space Marines must carry the toxin canisters to the main air pump and connect them into the air system. The location of the pump for the air system is indicated on the map.

The counters for the toxin canisters should be placed under the bases of the Space Marines that are carrying them.

If you are playing a campaign and the Space Marines lost Mission 5 Squad Lutin has one Space Marine armed with a storm bolter removed, and the Genestealers start with two extra blips which may be placed one per triple entry room on the map.





At the beginning of the game, one blip is placed in each room, and a further blip is placed on the purple-shaded square in the centre of the map.

SPACE MARINES

FORCES: **2 squads of Space Marines** – Squad Lutin and Squad Scipio (each squad consists of 1 Sergeant, 1 Space Marine armed with a heavy flamer and 3 Space Marines armed with storm bolters). The two squads are deployed on the marked corridor sections.

BRIEFING: **The Space Marines must get at least one canister of toxin to the air pumping equipment.** The two canisters are carried by Space Marines and while a Space Marine is carrying a canister he cannot carry out any action except movement: he cannot fire a weapon, make a close combat attack or open a door. If a Space Marine carrying a canister is attacked by a Genestealer the Space Marine does not roll the close combat dice but is simply killed if the Genestealer rolls a 3 or higher on one of his dice, and not killed if the Genestealer doesn't roll a 3 or higher. If a Space Marine carrying a canister is killed leave the Toxin Canister counter on the square where the Space Marine died.

Picking up a canister costs 2 action points once the Space Marine is in the same square as the canister counter. The canisters cannot be passed from one Space Marine to another, but a Space Marine may put a canister down (which costs 1 action point) so that either another Space Marine may pick it up or so that the Space Marine can fire his weapon, attack in close combat or open a door.

Once a Space Marine carrying a canister of toxin has reached the air pump he can attach the canister to any side of the pump for a cost of 2 action points.

If the Space Marines manage to attach a canister of toxin to the pumping equipment they win. If they do not achieve this mission the whole campaign has failed and the hulk will have to be destroyed.

The Space Marines move first in this mission.

GENESTEALERS

FORCES: **At the start of the game one blip is placed in each room and one blip is placed on the marked 'T' junction.** Starting with the Genestealers second phase, 2 reinforcement blips are received each turn. Only one reinforcement blip may be placed per entry area.

BRIEFING: The Space Marines are carrying two heavy canisters towards the air pumping equipment. The canisters themselves cannot be moved or destroyed by Genestealers so **all the Space Marines must be killed.**

SPACE HULK PAINTING GUIDE

ASSEMBLING YOUR MODELS

Before starting to paint your Space Hulk models you will need to remove them from their sprues and stick them together. The best way to remove a model from its sprue is with a modelling knife or a pair of clippers. You may find that you need to clean up mould lines on the models with a modelling knife or a needle file. Mould lines are created when the two halves of a model's mould are separated.

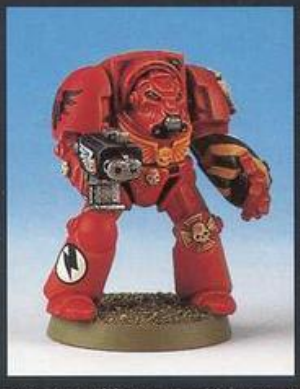
Carefully remove any excess material until the surface of the model is clean and smooth. Once you have cleaned them up, you can glue your models together. Citadel polystyrene cement is ideal for this purpose.

STICKY BANNERS

The Space Marine Sergeants come supplied with adhesive banners. Simply peel off the banners and attach them to the Sergeants' banner poles.

HOW TO USE WATERSLIDE TRANSFERS

Carefully trim around the transfer that you're going to use, then soak it for thirty seconds in a saucer of water. Tweezers are ideal for retrieving the transfer from the water. Gently slide the transfer onto the surface of the miniature and remove the excess water by carefully dabbing the miniature with a piece of tissue.



PAINTING YOUR MODELS

Many people like to paint their models as it really brings them to life. Even a simply painted model looks good when placed on the board. Although this may seem a bit daunting at first, with a little practice you will soon be producing some great looking models. It's very easy to paint models, just follow the steps below and look at the photos on the opposite page to help you. As you become more experienced at painting you can experiment with more stages and different techniques.

UNDERCOAT

Once the glue has dried, we recommend you give your models a white undercoat, as this gives the paint a better surface to stick to than bare plastic. White is usually the best colour to use, as it brightens up any other colours you may paint over it. Smelly Primer is a special undercoat that can be painted straight on with a brush. However, for undercoating several models at a time it is quicker to use Citadel White spray. You will also find that spray paint gives a more even coat. If you do choose to spray your models be sure to do it outside, away from any source of heat or flame. Whether you're undercoating with a brush or spray you will find it best to apply two thin coats rather than one thick one.

BASE COLOURS

The next stage is to apply an even layer of paint to the larger areas of the model. Citadel make a wide range of acrylic paints which are ideal for use on your models. Try to be as neat as you can, but don't worry if paint spills onto other areas as these can be touched up later. You can begin gaming with your models at this stage if you wish.

SHADING AND HIGHLIGHTING

Once you have applied the base colours, you can move on to shading and highlighting. Shading is a thin wash of paint or ink applied over a lighter base colour, so that the darker wash settles in the recessed areas of the model. Once your shading washes have dried, you can move on to highlighting. Highlighting involves painting a lighter colour onto the raised areas of the model in order to pick out the detail.

DETAIL

Once the highlights have dried, you can pick out areas of detail such as the eyes and teeth. You might like to add insignia to your Space Marine Terminators, and we have included water slide decals for the Blood Angels Chapter of Space Marines in your copy of Space Hulk. Citadel produce a wide range of water slide decals for other Space Marine Chapters should you wish to paint a different Chapter.

How much time you spend on this is really up to you, but as your skills improve, you will soon find that the more time you spend on a model the better it looks!

BLOOD ANGELS TERMINATOR SQUAD

There are a thousand Chapters of Space Marines. Each Space Marine Chapter has its own unique colour schemes and markings. The Space Marine Terminators shown here are from the Blood Angels Chapter. Overleaf you'll find examples of colour schemes for other Space Marine Chapters.

GENESTEALER BROOD

'EAVY METAL™

SPACE MARINE CHAPTERS

ANGELS OF REDEMPTION

The Angels of Redemption have earned a fearsome reputation for their zeal and courage in battle.

BLOOD ANGELS

The Blood Angels were the first chapter of Space Marines to encounter the Genestealer menace.

IMPERIAL FISTS

The Imperial Fists are renowned for being a strident Crusading Chapter, ever ready to crush Humanity's foes.

DARK ANGELS

The elite terminators of the Dark Angels are known as the Deathwing and are ruthlessly efficient opponents.

SPACE WOLVES

Renowned for their feral savagery the Space Wolves are feared across the galaxy by the enemies of the Imperium.

BLACK TEMPLARS

The Black Templars have proved their worth in over a thousand wars for the Imperium.

FLESHTEARERS

Revelling in their own notoriety the Fleshtearers have a deserved reputation for savagery.

ULTRAMARINES

With their faith and valour unmatched the Ultramarines are the greatest of all Space Marine Chapters.

ENGLISH

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